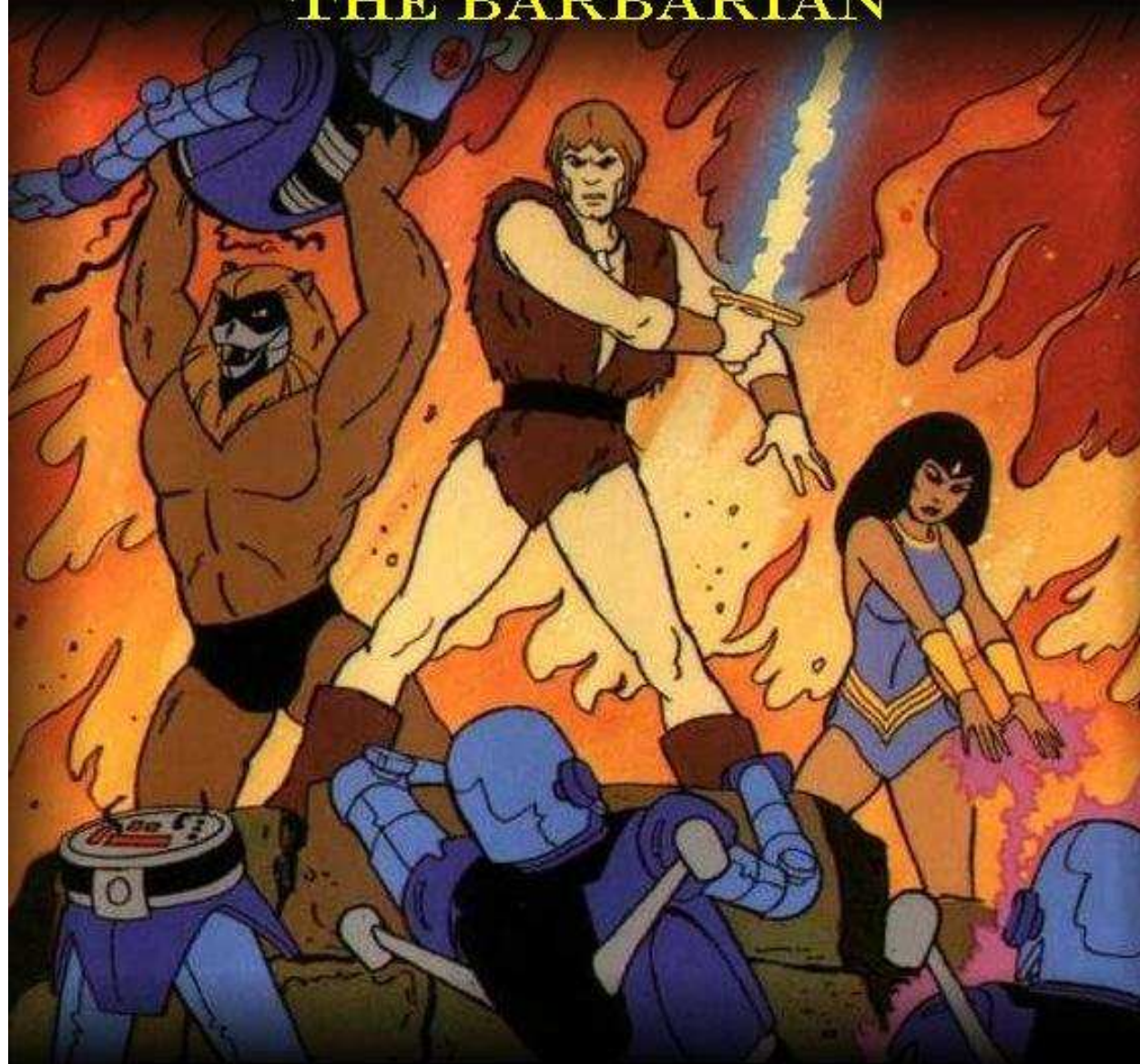


THE WORLD OF  
**Thundarr**  
THE BARBARIAN



MATERIAL ORIGINALLY APPEARED AT

**THE SAVAGE AFTERWORLD**

**COMPATIBLE WITH MUTANT FUTURE**



***The year: 1994. From out of space comes a runaway planet, hurtling between the Earth and the Moon, unleashing cosmic destruction. Man's civilization is cast in ruin.***

***Two-thousand years later, Earth is reborn...A strange new world rises from the old: A world of savagery, super science, and sorcery. But one man bursts his bonds to fight for justice! With his companions Ookla the Mok and Princess Ariel, he pits his strength, his courage, and his fabulous Sun Sword against the forces of evil.***

***He is Thundarr the Barbarian!***

And with those words, Thundarr, Ookla the Mok, and Princess Ariel the Sorceress rode off to fight injustice in a post-apocalyptic wasteland under a shattered moon. The cartoon series *Thundarr the Barbarian* ran for 21 episodes from 1980-1982, and it was imaginative fuel for many of my junior high *Gamma World* games.

Now here I am—27 years later—and I'm still a fan of the show and of ruined-earth RPGs. After discovering the joys of *Mutant Future* (rules available for free at [www.goblinoidgames.com](http://www.goblinoidgames.com)), I decided to create a blog named The Savage AfterWorld ([savageafterworld.blogspot.com](http://savageafterworld.blogspot.com)) and populate it with all of the mutants, ruins, and Ancient artifacts I could recall from the RPG campaigns of my youth. And I kept coming back to a certain barbarian and his companions for blog fodder. Thus began "Thundarr Thursday" where I would take some facet from the show and convert it for use with *Mutant Future*.

Many readers of my blog have written to me, asking me to create a *Thundarr the Barbarian* supplement for *Mutant Future*. I obviously

cannot (and will not) create anything "official" due to the copyrights and trademarks involved. However, as my gift to my blog's readers and to the many fans of the show, I created this document—a simple compilation of all Thundarr Thursday posts that have appeared on The Savage AfterWorld in the past year.

Gathered within is a cornucopia of Thundarr-related *Mutant Future* material including:

- Three new PC character classes!
- Seven nefarious NPCs!
- Nine new devices!
- Twenty-six (!) new creatures!
- And four adventures based on classic episodes!

It is hoped that you will enjoy reading this collection of blog posts and—perhaps—working some Thundarr-inspired adventure into your *Mutant Future* campaign!

## ON TRADEMARKS AND COPYRIGHTS

I want to make one thing abundantly clear: The Savage AfterWorld and its blog-meister (yours truly) makes ***no claim of ownership or rights*** to any part of the *Thundarr the Barbarian* television series. All materials are copyrights of their respective owners. All information, images, and materials on both the blog and in this compilation are intended for entertainment purposes only.

Also, I am somewhat unclear who currently owns the rights to *Thundarr the Barbarian* and its related trademarks, since it has traded hands more than a few times in the last 27 years. So I'll just say "thanks" to Ruby-Spears Entertainment, AOL Time/Warner, and Warner Bros. And finally, *Mutant Future* and *Labyrinth Lord* are trademarks of Daniel Proctor. Thanks Dan for creating and bringing these great games to us!

So grab your Sun Sword, jump upon your equort, and ride off to face yet another evil wizard terrorizing the human survivors in the world of *Thundarr the Barbarian*!

"Lords of Light! Ookla, Ariel...We ride!"

—Your Friendly Neighborhood  
Sniderman, August 2010



## CHARACTER RACE: BARBARIAN



Hit Dice: 1d8 per point of CON  
Mutations: none

Barbarians are the uncivilized nomads of the Thundarr universe. Trained since birth in the ways of combat and self-sufficiency, Barbarians are the natural survivors of the future Earth. It is assumed that Barbarians are part of a larger tribal race, but it is very rare to encounter more than one or two Barbarians at a time. They are usually dressed in animal hides and furs, which are decorated with bones and teeth of past hunting victories.

Barbarians appear to be an offshoot of Pure Strain Humans although, unlike the typical humans encountered, they are muscular and in good physical condition. Due to a lifetime of physical training, Barbarians gain +2 when rolling for both Strength and Constitution. Because of their "hardiness," Barbarians roll 1d8 per point of Constitution for their hit point totals. A Barbarian's true abilities lie within his acrobatic skills and heightened agility, enabling him to commit almost superhuman feats. This is due to the +3 Dexterity bonus gained when rolling up a Barbarian. Barbarians will never be encountered with any mutations. (In the Thundarr universe, mutations are usually limited to wizard deformities or the dangerous monsters that roam the wastelands.)



Because of their savage outward appearance and primitive way of speaking, a Barbarian may be viewed as not very intelligent. In fact, the opposite is true: A Barbarian is incredibly clever and quick-witted. They do not receive a bonus or penalty when rolling for Intelligence. However, since Barbarians have not had much exposure to Ancient history, artifacts, and technology, they have a permanent -10% Technology Roll Modifier.

But even though they may be ignorant of Ancient history and devices, a Barbarian is not distrustful of technology and may even be found using an Ancient device comfortably. (For example, Zogar's cyborg arm.) Barbarians are usually armed with a special weapon that they prefer in combat. The Mutant Lord may wish to present the PC with a unique weapon to wield, i.e., Thundarr's Sun Sword, Zogar's Flaming Trident, or Shara's Skull Mace.



Barbarians can be of either lawful or chaotic alignment, but because of their driving passions and goals, Barbarians will never be of Neutral alignment. Barbarians are usually arrogant and stubborn, refusing to listen to reason until the situation requires it. Barbarians are quick to action as well, almost reckless in nature, as they quickly grow impatient. They will be the first to enter combat, which - to them - is usually the most direct course of action for any situation.

In spite of their hotheaded shortcomings, Barbarians can be fairly friendly and helpful once you get to know them and once they have given you their trust. Barbarians are fiercely loyal to their friends, seeing the value of traveling in numbers with a like-minded group. Any Barbarians encountered who are traveling alone are usually of a self-serving chaotic nature and should be viewed with caution.

Barbarians are very vocal, preferring to let loose with a war cry when fighting. ("Ahhhhhhhh-hee!") They may also have a few catchphrases they will utter when surprised or angered. ("Lords of Light! Demon Dogs!") The player should be encouraged to come up with one of two "catchphrases" to endlessly shout



## CHARACTER RACE: MOK



Hit Dice: 1d8 per point of CON  
Mutations: None

The Mok is a fierce-looking humanoid race known for its superhuman strength and ferocious appearance. It is undetermined if Moks are an evolved form of animal, a mutated form of human, an alien race, or a completely new species. A Mok is a large humanoid, usually between 7-9 feet tall. The face appears feline-like with a hardened, fang-lined, flattened beak for a mouth. A thick mane of hair encompasses the head of a Mok and their bodies are covered with fur – usually tan, blond, or very dark brown in color. The Moks' hands are clawed, and their feet are nearly cloven hooves. Because of their fur, Moks do not need to wear clothing (and prefer not to), though they will wear a loincloth, briefs, or other “modesty” coverings.

Moks are supremely strong and hardy. A Mok gains a +3 when rolling for Strength and Constitution. Both scores can increase beyond 21 during level progression, making an older experienced Mok capable of incredible feats of strength and endurance. Moks also roll 1d8 per point of CON for their hp total instead of the usual 1d6. However, Moks receive a –2 when rolling for Charisma due to its frightening countenance. People who have never before encountered a Mok may run away, cower in fear, or attack the “monster.” No Moks have ever been encountered with mutant abilities.

Moks have their own language that sounds like random growls, snarls, and grunts to most intelligent species. Even though a Mok can learn and understand most common languages, they are unable to speak in any language other than the Mok tongue, making communication difficult.

And the Mok language can be learned and understood by other non-Moks, but it is impossible for any other than a Mok to speak it. It is assumed that if a Mok is within an adventuring party, the Mok can understand the other PCs and the PCs can understand the Mok. However, the Mok will oftentimes find that they cannot communicate with NPCs, leading to needed translation from the other PCs.

Despite their frightening appearance and quick tempers, Moks are actually very friendly and social creatures. Moks believe in the values of justice and community, and thus will never be of a chaotic alignment. Moks are blindly loyal to their friends. Moks sometimes are unaware of their own strength and will accidentally tear doors from hinges, crush fragile items in their oversized hands, or other damaging mishaps. Moks are incredibly afraid of water and will not willingly allow themselves to get wet.





## CHARACTER RACE: SORCERER



Hit Dice: 1d6 per point of CON

Mutations: none (or *energy manipulation*; see below)

Sorcerers are the magic-wielders of the Thundarr universe. They are able to draw upon mystical forces, bending, shaping, and warping them to their will. They are able to cast spells of an offensive, defensive, healing, and/or destructive nature. Sorcerers are powerful, yet sometimes feared by humans as they can easily be mistaken for an evil Wizard.

Sorcerers appear to be Pure Strain Humans, although they are usually dressed in better finery than the human survivor rabble encountered in the wastelands. Due to their training and study of the magical arts, Sorcerers gain a +2 when rolling for Intelligence and Willpower. Sorcerers do not have any mutations (unless the ML determines that the ability to cast magic itself is a mutation; see below). Sorcerers are always Lawful or Neutral in nature. Chaotic Sorcerers are better known as the evil Wizards in the Thundarr world.



Sorcerers seem to have a fascination with Ancient culture. Princess Ariel had extensive

knowledge of Ancient history and geography, whereas Merlik the Sorcerer reveled in Old Earth youth slang (though he was bad at it). It is assumed that Sorcerers studied the Ancients during their training in the mystical arts. The ML is encouraged to allow a Sorcerer PC to choose one facet of the Ancients that he has studied (technology, history, language, etc.).



Before we can discuss the abilities of Sorcerers, we need to discuss the nature of magic in the world of Thundarr. Magic is common in this shattered world under the broken moon, but how to explain it? I offer two explanations for the consideration of the Mutant Lord:

- When the runaway planet hurtled between the Earth and the Moon, it unleashed more than cosmic destruction. It also tore open the magical energy stored within the ley lines that crisscross the planet. Magic energies spilled forth throughout the world and those persons attuned to it can harness and channel it. These people eventually became the original Wizards and Sorcerers of the future.
- Magic isn't "real." Rather, Sorcerers and Wizards are actually mutants with the ability to manipulate energy. This energy could be defined as the life force in all things, residual energy in the atmosphere, etc. Regardless, *energy manipulation* could be considered a mutation and therefore susceptible to anything that would remove or hamper mutations.

Regardless, a magic system that is compatible with *Mutant Future* already exists and is available in *Labyrinth Lord*. It is suggested that Section 3: Spells from the *Labyrinth Lord* rules be implemented and used. Sorcerers (and by

extension, Wizards) are able to cast spells just as if they were of the same level of a Magic-User or Elf in *Labyrinth Lord*. Cleric spells are unavailable to Sorcerers. When a Sorcerer casts a spell, there are two facets to remember:

- All Sorcerer spells manifest themselves with colorful beams of energy. For example, if the spell is Hold Person, the energy snakes out from the caster's hands and wraps around the target. Charm Person may manifest as a flashing hypnotic pattern. It is left to the PC or ML as to how the spell appears when cast.
- One limitation is that a Sorcerer **MUST** have at least one free hand to cast spells. If a Sorcerer's hands and arms are bound or otherwise immobile, a spell cannot be cast. Wizards are not, however, bound by this limitation.

Sorcerers are level-headed and will not willingly rush into a dangerous situation, preferring to weigh a course of action. They are better educated than most, but they are rarely egotistical. They use their magical abilities sparingly as too much magic use can lead to corruption and eventual downfall into the ways of a Wizard. (See The Wicked Ways of Wizards elsewhere in this booklet.) For each time a PC uses his/her magic in a harmful, destructive, or evil manner, the ML should secretly roll a 5% check versus corruption. This corruption check is cumulative, so future checks are 10%, 15%, 20%, etc. Failure means that the PC has succumbed to the power and has become a Wizard. This new Wizard can become a new NPC villain for the PCs to contend with!



## ITEM: AQUAGILL



An Aquagill is an Ancient facemask that enables the wearer to function underwater as if they were above water. When wearing an Aquagill, the wearer is able to breathe underwater as well as speak. Treat the wearer as having the mutation of *water breathing* while it is in use.

An Aquagill is a soft rubber facemask with a hard clear plastic see-through faceshield. A large cup-like apparatus (the intake) fits over the nose and mouth. Unlike Scuba gear which acts as a self-contained air reservoir, an Aquagill takes in water through the nose/mouth intake and draws out breathable oxygen for the wearer. The deoxygenated water is then expelled through twin tubes on either side of the intake.



The Aquagill not only supplies air to the wearer, it also acts as a pressurizer on the wearer's body. Through Ancient processes (not fully understood), the Aquagill allows the wearer to descend to underwater depths that would normally crush them. Even at one mile underwater, the wearer will feel a slight pressure on his or her chest at most. An Aquagill uses a standard power cell which allows it to run for 1 hour before being depleted.

Even though the Aquagill allows the wearer to function underwater, this does not enable them to swim any better than they could without it. A set of swimfins or other swimming aid may be necessary to keep the wearer from flailing about helplessly. Also, since the Aquagill uses water as its air source, it cannot be successfully used outside of an underwater environment. Wearing an Aquagill in this situation would ironically be suffocating for the wearer since it is incapable of drawing oxygen from dry air. It will not protect the wearer from poison gasses, smoke, or other airborne contaminants.





## ITEM: THE BLACK PEARL



The Black Pearl is an Ancient artifact capable of deadening the powers of wizards, sorcerers, and other magic wielders. It appears as a fist-sized glossy black sphere with no markings, openings, switches, or dials. Anyone who physically holds the Pearl is immune from the effects of magic, and any village that possesses the Pearl is enveloped by a magic-dampening field, protecting it from the wrath of evil wizards. It is undetermined if the Black Pearl is a mystical or technological artifact.

In the cartoon series, The Black Pearl was being transported to the village of Manhatt when the courier was ambushed by groundlings trying to obtain the Pearl for the evil Wizard Gemini. Fortunately, Thundarr and his party drove away the rat-like beings and delivered the Pearl to the villagers. While carrying the Pearl, Gemini's magic had no effect on Thundarr, and at the conclusion of the episode, the Pearl was hurled at Gemini to explosive effect.

If your *Mutant Future* game has magic in it, the Black Pearl should act as a magic sink. Magic does not work within a 100-yard radius of the Pearl. Both wizards and sorcerers should find themselves powerless within the Pearl's range. Also, any magic cast into the Pearl's range of influence "fizzles out" once it comes within 100 yards. However, pre-existing magical effects are NOT canceled out if brought into the Pearl's area of influence.



On the other hand, if your *Mutant Future* game does not encompass magic, the Black Pearl should rather act as a mental mutation dampener within a 100-yard radius. All mental mutations – both beneficial and drawback – are unavailable to the mutant. (Physical mutations are unaffected.) And, just like magic, mental mutation effects will be abolished if they are cast into the Pearl's range.

## ITEM: DEATH FLOWERS



The Death Flower is a bright red tulip-like flower. Despite its name, it is not deadly. Rather, the Death Flower's pollen can place a humanoid creature into a powerful "death-like" trance. Anyone under the hypnotic spell of the Death Flower will be a mindless thrall until the pollen wears off.

Death Flowers grow in hot, sunny, humid climates. Wizards and other villains with grand plans will grow large fields of the flower in order to cultivate the pollen for their nefarious use. (And it's easy to get slaves to harvest the flower - just use the flower itself and bring victims under your thrall!!)



The Death Flower's pollen acts as a powerful sedative, literally blanking the mind of anyone who is careless enough to breathe in any of it. Lackeys and minions will often arm themselves with a "pollen blower." If pollen is blown into the face of a victim, the victim must save versus poison or come under the command of the manipulator. A hypnotized victim can roll versus their WIL (halved) once an hour to try to break free of the pollen's spell. The pollen will wear off after 24 hours. However, since the slave is often put to work in the Death Flower fields where they are in constant contact with the pollen, they may never break the spell. One note - Death

Flowers are highly flammable, so cultivators will try to keep all sources of flame and heat away from the fields.

Death Flowers can be used by the Mutant Lord as the hook for an adventure. ("The local populace are starting to disappear and the nearby wizard seems to be amassing an army of mindless slaves!") Or a local gang of toughs may discover the use of the pollen and will have made up some crude pollen blowers with which to enthrall some victims for their use and/or entertainment.



## ITEM: THE GUARDIAN



One of the most powerful artifacts in the Thundarr universe is The Guardian. This mechanical marvel looks like a large computerized sphere on a mechanized base with two satellite dishes attached to the top of it. Seated at the foot of The Guardian are three large spheres riddled with antennae, each with a single laser barrel sticking out of the center. When a predetermined perimeter is breached or threatened, The Guardian's three orbs will activate, taking flight in tandem to neutralize the threat.

In actuality, The Guardian is an Ancient supercomputer designed to disarm and immobilize an armed foe. According to information revealed in the episode "Portal Into Time," The Guardian was developed by Guardian Computer LTD in the late 1980s for the U.S. Defense Department. When The Guardian is programmed and activated, its sensors constantly sweep the area, searching for any threats within range. If any threat is detected (weapons, large armored vehicles, or other devices of a combat-offensive nature), The Guardian's three orbs will launch, flying off to investigate.



If they encounter any hostile action or if a potential threat is determined to exist, the orbs will each fire a very destructive disintegration beam. This beam will instantly de-atomize any non-living item. (The device was designed to

disarm, not to kill.) The orbs will first target any large mechanized devices (tanks, trucks, etc.). If the threat still exists, they will then target any energy-based weapons as well as explosives. They will then move onto projectile-firing guns and rifles. If the enemy still advances, the orbs will begin removing everything else of a non-organic, non-living nature (leaving the enemy disarmed and demoralized). Usually a disarmed foe will either retreat or will be easier for the defenders to subdue. The orbs themselves are highly armored (treat as AC 1) as well as being protected by a forcefield.



Because of its highly destructive ability (and potential for abuse by power-hungry PCs!), The Guardian should be used as a plot device for the Mutant Lord rather than a potential weapon. In the episode "Portal Into Time," The Guardian blew a circuit while defending a village (housed in the remnants of The Alamo) from the wizard Krom. Thundarr, Ookla, and Ariel had to travel back to the 1980s and retrieve a new circuit to repair The Guardian of the future before Krom and his minions could overtake the Alamo villagers. A similar quest would make for an exciting adventure in the World of Thundarr!



## ITEM: THE MOONDIAL



The Moondial is a very powerful Ancient artifact that opens a doorway to other times and other places. Simply put, The Moondial is a time machine.

In the world of Thundarr the Barbarian, time travel is not unheard of, though it is rare. Some powerful wizards such as the wizard Vashtarr are able to rip open the fabric of time using only their magic. Others, like the wizard Krom, rely on devices and machines to open a portal into time. The Moondial is one such device.

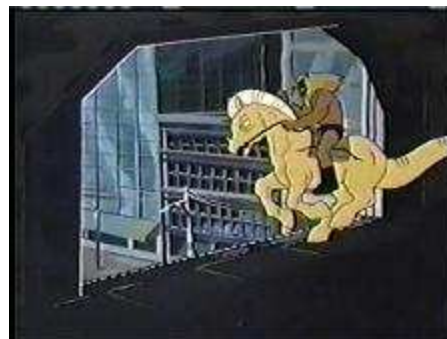


The Moondial apparently runs on magical energy. (If magic is not used in your campaign, the energy needed to power this should be astronomical - such as a dedicated power plant or fission chamber.) Once enough arcane energies are poured into the device, it will activate - gears and knobs turning, dials spinning, and other lights and diodes blinking and flashing. Behind The Moondial is a large set of doors which will then slide open, revealing an image of the destination. This "time door" is the gateway to whatever time and place The Moondial has been set for. Once something passes through the time door, a portal is effectively "locked open" at the destination coordinates usable only by the original travellers. When the open portal is re-entered,

the travellers will return moments after they left. For example, if Thundarr entered the time door and appeared in 1982, there would be a time door back to 3994 - his home time - at the same location he appeared at. Only he can see and re-enter the doorway back to his home time. (This is to keep others from wandering into the shining doorway to find themselves surrounded by wizards and moks.)

Setting The Moondial for a specific time and place is a very complex process understandable only by the most cunning and educated of wizards. Most likely, the PCs will use The Moondial to go back in time to whatever place and coordinates the device is already set for. Fooling around with The Moondial's settings is dangerous indeed. Anyone who tries to reset it should find themselves thrown to some random location in space/time. (If you really wish to teach them a lesson, have the return time door be inaccessible or missing.)

The wizard Krom uses The Moondial to loot the past, bringing powerful Ancient artifacts and weapons back to the future for his use. Fortunately, Krom is not a very imaginative wizard, settling on bringing back rifles, lasers, and armored tanks rather than more destructive weapons or more dangerous substances. Thundarr and his companions used The Moondial to travel back to 1982 to secure a replacement part for The Guardian. Upon their return to the future, Thundarr destroyed The Moondial so Krom would be unable to gain more weapons or - worse - fool around with and change the past.



A clever Mutant Lord should be able to find all kinds of uses and plots for The Moondial, but it should be used sparingly and with caution. After all, if Krom thought to bring working Ancient weapons and devices back to the future, what's to keep a clever PC from doing the same?

## ITEM: SAROTT'S GAUNTLET



Weapon: Sarott's Gauntlet

Damage: Electrical-4d6; Laser-4d6; Crushing-STR x 2; Stun

Attacks: 1

Range: N/A

Weight: 2 lbs.

Battery: Backpack or Backpack

Charges: 25/50



The wizard Sarott stole an Ancient Gauntlet of Power from a village at the beginning of the episode "City of Evil." Thundarr and his companions were able to retrieve it before Sarott could do any real damage with it. However, while he wore it, he managed to trigger several interesting effects. This entry encompasses everything this gauntlet was shown to do.

Sarott's Gauntlet is capable of four different kinds of attacks. The wielder is able to trigger any one of the four attacks per round. (The user chooses which attack method will be used each round.) The four abilities of the Gauntlet are:

- **Electrical Shock** - The Gauntlet can fire out a bolt of electrical power that will do 4d6 hit points of damage unless a save vs. energy attacks is made. This attack will fry electronics and possibly short out a robotic/android PC.
- **Laser Beam** - The Gauntlet can discharge a series of four laser beams, one from each fingertip. This beam will also do 4d6 hit points of damage unless

a save vs. energy attacks is made. However, the lasers will also set flammable materials on fire as well as burning a hole through softer materials.

- **Crushing Grasp** - The Gauntlet effectively doubles the strength of the wielder, bestowing all STR benefits associated with it. (If a PC has STR of 15, they have a STR of 30 when using the Gauntlet as an attack weapon.) Also, if the Gauntlet's wearer chooses to do so, they will do their STR times 2 hit points of damage just by holding and crushing the item. (A PC with STR of 15 will do 30 HP damage with the Crushing Grasp.)
- **Stun** - Upon contact, the Gauntlet can emit a Stun attack. If a save vs. stun attacks is failed, the victim will be stunned for 2d4 turns.

Due to the variety of attacks available, the Gauntlet should be viewed as a very powerful weapon. However, the Gauntlet also has a huge power drain on it, using two charges per attack rather than the usual one charge. Owners of the Gauntlet have come to find that their power usage is more trouble than the variety of attacks is worth.



## ITEM: SHOCK LANCE



Weapon: Shock Lance  
Damage: 2d6+15, Stun  
Attacks: 1  
Range: N/A  
Weight: 7 lbs.  
Battery: N/A (if magical) or Beltpack  
Charges: N/A (if magical) or 25

The Shock Lance is a magical weapon wielded by the Raiders of the Abyss during their human hunts. It appears like a long slender rod of bone or ivory, covered with deeply carved lines and veins. A Shock Lance is slightly longer than an Energy Baton and weighs slightly more.



When a Shock Lance strikes a victim, it does 2d6+15 hit points of damage. This damage will not penetrate a force screen however. Any attempt to hit a victim will count toward a discharge. Even more devastating is that a successful hit will also stun a victim for 1d6 rounds if a save versus stun attacks fails in the same manner as a Stun Baton. When a victim is immobilized in this manner, the Raider will then scoop up the collapsed human prey in a net, taking them back to the Abyss where they never return from.

In the Thundarr universe, magic co-exists with future technology. The Shock Lance is a magical

weapon rather than a technological one. If magic exists in your *Mutant Future* campaign, then the Shock Lance does not have a battery to rely on for its energy purposes and it should have limitless charges to pull from. If, however, magic does not exist in your campaign, use the tech stats as described above.





## ITEM: THE SUN SWORD



Weapon: The Sun Sword

Damage: Toon version – Special; *Mutant Future* version – 1d10+16

Attacks: 1

Range: N/A

Weight: 5 lbs.

Battery: Toon version – N/A; *Mutant Future* version – Minifusion cell

Charges: Toon version – N/A; *Mutant Future* version – Cell depleted after 30 minutes of use

The Sun Sword is the iconic flaming sword wielded by Thundarr the Barbarian and has been referred in the show as "the most powerful weapon on the planet." When inactive, the Sun Sword appears to be a simple bladeless sword hilt that magnetically attaches to Thundarr's wrist gauntlet. When grasped by Thundarr, a blazing flame-like beam of energy springs to life.

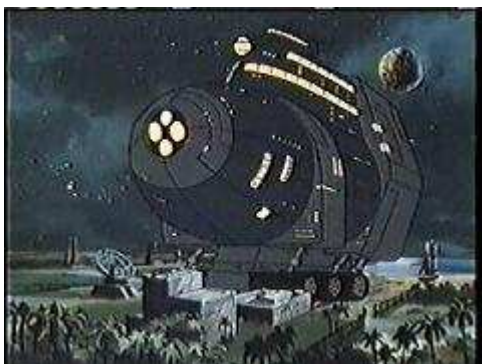
On the show, the Sun Sword's blade can effortlessly cut through nearly anything without problems. It can also deflect energy bolts, standard projectiles, and magical spells (which exist in the Thundarr future). The Sun Sword has been used to cut a passage through concrete walls; melt open a steel doorway; and actually cut through bedrock to allow escape from a cave. There seems to be very little that the Sun Sword cannot cut through. However, even though the Sun Sword could apparently cut through flesh as if it were butter, the cartoon never showed Thundarr cleaving an opponent in two. Instead he'd trap them or block their passage by using the Sun Sword to bring down their surroundings (cutting down a tree so it would fall on a villain, for example).

In the Thundarr universe, magic co-exists with future technology. The Sun Sword is a magical weapon rather than a technological one. Although the Sun Sword has nearly limitless energy, it needs to be recharged in a magical Pool of Power only when it is seriously damaged or drained (such as when it is struck by scarlet lightning in "Master of the Stolen Sun Sword"). Only the person who recharges it can activate the blade, as the Sun Sword will "imprint" upon the wielder during the recharge.

OK, that's enough background about the original version as presented in the show. As you can surmise, a flaming sword with limitless energy that can cut through anything is just too powerful an artifact to be introduced into a *Mutant Future* game. (Also, the Sun Sword is a wholly unique device usable only by Thundarr, so the original wouldn't be of any use even if it WERE available.) So try this version:

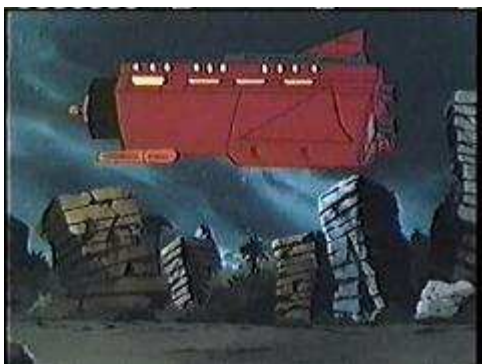
A Sun Sword is a technological weapon similar in design and construction as a warp-field sword (MF rulebook, pg. 112). The activated blade, however, is a thin column of blazing plasma that does 1d10+16 hit points of damage. It also attacks as if the target has an AC 1 level worse due to the searing heat produced by the blade. The Sun Sword runs on a minifusion cell that will be depleted after 30 minutes of use.

## ITEM: WAR MACHINES



War Machines are the gargantuan, death-dealing transports of evil wizards. They are monstrously huge and bristling with highly destructive weapons. A wizard often uses a War Machine in one of three ways: as an impressive and intimidating show of his power; to utterly decimate a village or town with minimal effort; or to attack another wizard. In the cartoon, War Machines have been wildly varied with respect to size, armament, weaponry, and crew. But all War Machines have one thing in common – they are pretty much unstoppable short of the interference of another, larger War Machine.

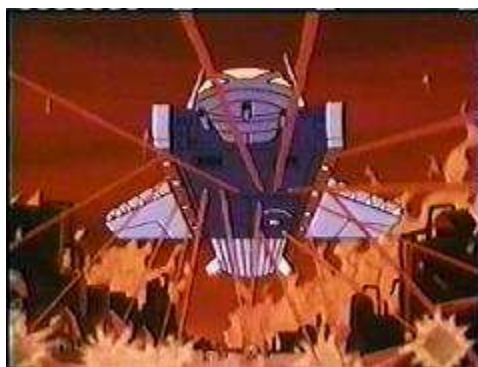
It is difficult, if not impossible, for the Mutant Lord to come up with statistics for a War Machine since the device's size itself is staggering. They can be as small as a skyscraper, or as big as a several city blocks. As an example, one of Mindok's War Machines – seen above – dwarfed the multilevel building complex it was parked next to.



War Machines also have a wizard's most powerful weapons. Entire Ancient buildings have crumbled into dust with only one shot of a disintegrator beam. It could have a huge set of robotic claws that can pick up and throw

buildings. It could be covered with lasers that fire out simultaneously in a multitude of directions. If the Mutant Lord can imagine it, a War Machine could be armed with it.

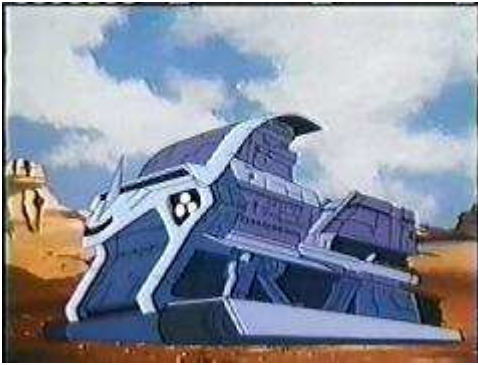
War Machines are also versatile as far as to where they can go. They have been shown traveling underwater, trundling across the wastelands, and flying through the skies and even into space. They've been seen running on huge tires, tank treads, hover jets, rocket engines, or other modes of transport. War Machines are often crewed and defended by either a robot army or a wizard's mutant minions (such as Groundlings, Carrocs, or Feloids). However, some War Machines are fully automated, either being run by the wizard himself on the bridge or remotely from a distance.



Once a War Machine is underway, nothing short of a tactical nuke will slow it down. So how are the PCs supposed to go up against a fortress on wheels? Well, if a War Machine has a weakness, it would be its size. They are not able to move very quickly; a fast horse can keep up with one. In addition, due its size, they are very difficult to defend from intruders and boarders. A wizard may be watching for a massive army to attack, but is not prepared for one mutant with a crowbar to open up a hatch to gain entrance. Once access is gained to the inside, the Mutant Lord could run the exploration as a kind of mobile "dungeon crawl" with the War Machine taking on the qualities of a large building or even town.

If the War Machine is headed toward that small village a few miles away, the PCs will need to find out how to stop it in time. There are several ways to stop a War Machine (left to the Mutant Lord's discretion):

- The War Machine's power source could be removed or destroyed.
- If access is gained to the control room, the War Machine could be steered off a cliff, into the ocean, or – if it flies – crashed into the ground or into the depths of space.
- The War Machine may be heavily armored on the outside, but the interior is not. Enough damage to the controls and mechanics will cause it to grind to a halt.
- One of the minions operating the controls could be “convinced” to share the self-destruct codes.
- The PCs may be able to defeat the wizard, convincing him to stop the War Machine in exchange for his life.



Bringing a War Machine into a *Mutant Future* campaign should not be done lightly since the power of one is potentially campaign-breaking. (You're introducing an unstoppable machine with unimaginable weapons into your game. What happens if the PCs take control of it?) A War Machine should be introduced as something akin to a force of nature - and one that must be utterly destroyed before it completes its mission of doom.



## THE WICKED WAYS OF WIZARDS



In the post-apocalyptic world of Thundarr the Barbarian, magic exists side-by-side with mutation and future technology. People who can actually harness and use magical power are very, very rare. And with very rare exception, magic is usually wielded by power-mad individuals who use their arcane abilities to terrify and rule over the disheveled humans. These evil spell-slingers are the "Wizards" of the Thundarr universe. But there are good spell-casters - Princess Ariel, for instance. Since she's often referred to as a "Sorceress," we'll assume that Sorcerers are uncorrupted magic users whereas Wizards are corrupted and foul.

Wizards are often land barons, conquering and lording over a large area and its population. Compared to the relative ruin the normal humans live in, Wizards live in comparative splendor, constructing large enforced palaces to live in. Wizards are often in possession of Ancient technology and - surprisingly - have a good idea on how to use it. Wizards are also fond of building large destructive war machines - floating battleships or monstrous tanks - that they use to keep their slaves in check as well as to wage war with other neighboring Wizards.

Pictured are four of the more powerful Wizards who have been encountered in the Thundarr future world:

- Gemini: This Wizard had head with two faces - one good and one evil. When crossed or angered, his head would rotate, revealing the "evil" Gemini face (pictured). Gemini was the only Wizard to appear in two episodes.

- Mindok: The brain of one of the Ancients was placed into a mechanical robot body. Over the years, Mindok learned the ways of magic. It is said he is immortal.
- Argoth: The Wizard with One Thousand Eyes, Argoth can see in 360 degrees around him. His eyes are the sources of his power, as all of his spells come firing out of them.
- Skullus: This Wizard is nothing more than a head living inside of a glass dome. But don't let that lull you into a sense of security as Skullus commands one of the largest armies in the world.

Wizards are, let's face it, insane. They are egotistical, paranoid, shallow, and megalomaniacal. Wizards are also often touched by several physical mutational drawbacks, making them as ugly on the outside as they are on the inside. It is thought that the awesome magical forces they command have somehow warped their minds and bodies.

On the other hand, Sorcerers are level-headed and clear of thought. They are often found traveling the countryside, assisting the oppressed and downtrodden. Sorcerers either have no physical mutations or else they are so minor as to be unnoticeable. One school of thought is that Wizards have surrendered themselves fully to their magical power, making them virtually god-like but twisted in all respects. But Sorcerers use their magical ability sparingly and only for good purposes, allowing them to stave off the warping effect of the limitless power.

Most Wizards in the Thundarr world have long since established themselves as lord and ruler of their domain. Therefore, they should be of sufficiently high enough level to present a challenge - say 8th level or higher. Wizards should have an army of minions at their disposal which they will send forth to do their bidding. (See entries on Groundlings and Carrocs for typical Wizard minions.) A Wizard's stronghold should be virtually impenetrable to the party. In other words, waltzing into a Wizard's fortress and confronting him just isn't going to happen. A Wizard should be encountered only as the final encounter of a long campaign, or if the party has done something to REALLY tick him off. Meeting

a Wizard should be something to be feared or built up to.

*Mutant Future* is fortunately fully compatible with Goblinoid Games' fantasy RPG *Labyrinth Lord*, so the introduction of magic into your campaign should be fairly easy. Wizard spells should be selected from the Magic-User and Elf Spells section of the *Labyrinth Lord* rulebook. Since Wizards would focus their studies on spells of an offensive or destructive nature, spells like *Magic Missile* and *Lightning Bolt* are assumed to be in their arsenal. Defensive spells like *Hold Person* and *Invisibility* are also preferred. Since many of the spells shown on the TV show don't actually exist in the RPG, a Mutant Lord could have the Wizard use a form of *Phantasmal Force* to simulate the creation of monsters, the destruction of buildings, etc.

In the world of Thundarr, those who can cast spells are feared and loathed - and with good reason. It would be in keeping with the spirit of the cartoon to have only evil NPC Wizards capable of using magic, and players discouraged from choosing a path of magical power lest they lose their mind and soul. However, the Sorcerer PC class is explained and fleshed out elsewhere in this document for those adventurous enough to try.

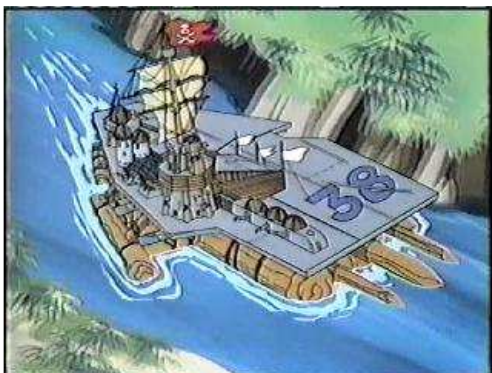
## NPC: CAPTAIN KORDON, QUEEN OF THE RIVER PIRATES



### 9th Level Pure Human

STR: 12 --- INT: 15  
DEX: 18 --- WIL: 13  
CON: 10 --- CHA: 16  
HPs: 58 --- AC: 7  
*Mutations: none*

Described by Thundarr thusly: "As evil as she is beautiful." Captain Kordon is an old-world pirate in a new world. Known as the Queen of the River Pirates, Kordon does not patrol the oceans and seas, rather sailing and pillaging up and down the widest rivers of the ruined earth. (In the Thundarr universe, it is hinted that she terrorizes the Ancient river once called the Mississippi.) In the truest sense, she is a deadly opponent who will stop at nothing to get what she wants. Captain Kordon has trained herself in the ways of swordfighting and fencing, seeing it as the "true" way of fighting as her pirate ancestors did. When fighting with her rapier, Kordon receives a +2 damage bonus when she strikes. She is also incredibly dexterous and fast, making two attacks per melee round.



Kordon has had a very successful career as a pirate thanks to her ruthlessness and cunning. She sails the rivers on a modified craft created from parts from a naval shipyard. An aircraft carrier platform and towers have been mounted to a wooden log frame. Her ship is propelled by the wind only (25 MPH max speed). This huge craft has a battery of firearms and primitive weapons available to the crew, but the real arms lie in the six "fire lances" she has at her disposal - Ancient surface-to-air missiles that can be launched via catapult. But rather than waste these valuable destructive weapons, Kordon prefers to use the catapults to fire large hives with mutant killer wasps as well as flaming barrels of oil at her enemies.



To run her ship and to do her bidding, Capt. Kordon has a small army of 50 minions. Many of these pirate lackeys dress in a skindiver's rubber suit with a large stylized skull and crossbones painted on the chest. Others dress in a stereotypical pirate fashion. These minions are mostly pure humans (though there could be some mutants working for her). They have very basic fighting skills, preferring instead to overpower a foe in sheer numbers. They are not particularly loyal to Kordon and will break and run if a battle is turning against them. However, while on board the ship, they are fearless as the craft is the largest, most powerful water vessel known.

Captain Kordon is always pillaging for Ancient weaponry with which to strengthen her ship and her standing as the most dangerous force on the water. If a party encounters Captain Kordon, they'd better be prepared to face a clever tactician, a master swordsman, many armed minions, and the most powerful ship they will likely ever encounter.



## NPC: GEMINI THE WIZARD



### 11th Level Sorcerer

STR: 13 --- INT: 16

DEX: 11 --- WIL: 20

CON: 16 --- CHA: "Good"-17; "Evil"-8

HPs: 60 --- AC: 4

*Mutations: optic emissions*

The evil wizard Gemini is the closest thing Thundarr has to an archvillian. He is the only foe to face Thundarr on more than one occasion, and he even appears in the opening credits of the show. Gemini should be considered the most dangerous being in the Thundarr universe.



Gemini's most striking feature is his dual-faced head. He reveals one face – his "good" face – when initially dealing with people or when trying to win over strangers to his lands. This face has an effective Charisma score of 17. However, when angered, Gemini's head spins around and a face shield slides up, covering his "good" face and revealing his "evil" face. This evil face has glowing red eyes and is covered with wrinkles and scars. Although most sorcerers and wizards are without mutations, Gemini has one special ability. When his evil face is exposed, Gemini is able to use his mutation of *optic emissions* which blast out a laser-like beam for 4d6 hit points of damage if they strike.

Like other evil wizards, Gemini has established a massive stronghold where he lords over his domain as absolute ruler and master. At his immediate beck and call is an army of 12 known as "Gemini Knights." These Knights are actually

mindless robotic drones dressed in armor from various periods throughout history (taken from various Ancient museums). Gemini will send these warrior Knights out to fight for him before he will enter combat himself.



As an 11th level wizard, Gemini has the following numbers of spells and levels memorized: four 1st level spells; three 2nd, 3rd, and 4th level spells; two 5th level spells; and one 6th level spell. The Mutant Lord should use the magic-user/elf spells from the Labyrinth Lord rules. Even without his spells, Gemini is a powerful fighter. He receives 2 attacks per round and gains a +2 damage bonus when in hand-to-hand combat.

When encountered, Gemini may very well have a small number of Groundlings and Hawk-People with him, as these creatures have served him as minions in the past. All of his minions are blindly loyal, as disloyalty is punishable by any number of very painful deaths.

When first encountered, Gemini will have his "good" face in place. A PC party may very well mistake Gemini as a benevolent and kindly ruler. But once crossed, Gemini's true face and nature will shift into place and his true evilness will be revealed. Once angered, Gemini will never forget the party and will resurface to torment them for years to come until either he or they are destroyed. And with his abilities and resources, the odds are squarely in his favor.



## NPC: QUEEN STRYIA



### 8th Level Sorcerer

STR: 13 --- INT: 15

DEX: 16 --- WIL: 18

CON: 11 --- CHA: 9

HPs: 49 --- AC: 6

*Mutations: water breathing*

Queen Stryia is a very powerful denizen of the deep. She is the current leader of the Amazons - an aquatic race of women warriors - as well as a powerful wizard. Her plans are to raise an army of Amazons and then strike and conquer the land as she has the sea. Queen Stryia usurped the throne from Queen Deona - the rightful Amazon ruler. As Amazon leader, she has an underwater palace that she rules from as well as a large number of Amazon warriors who will follow her orders unquestioningly. However, Queen Deona and a small rebel band hope to one day wrest the throne away from this powerful foe (which could be the plot hook that leads the PCs to their first encounter with her).



Queen Stryia has many of the features of a shark including a mouth lined with razor-sharp teeth. To enhance her shark-like appearance, she wears a wetsuit that has dorsal fins on the

head and back. Her hands are both clawed and webbed. Since she is an Amazon, she has the mutation of *water breathing*, which allows her to breathe both underwater as well as on dry land. She can also swim very quickly, doubling her normal movement rate when underwater. When in the water, she and her warriors ride bull sharks (MF rulebook, page 94) as mounts. These sharks are well-trained and will join in underwater combat if commanded to do so.

As an 8th level wizard, Queen Stryia has the following number of spells and levels memorized: three 1st level spells; three 2nd level spells; two 3rd level spells; and two 4th level spells. The Mutant Lord should use the magic-user/elf spells list from the *Labyrinth Lord* rulebook. When fighting hand-to-hand, Queen Stryia receives a +1 to hit and +2 to damage when using a handheld weapon.

Although she is a skilled warrior and has powerful magic at her command, Queen Stryia prefers to let her Amazon army do her fighting instead. She may confront another sorcerer though, just to test her own power against another spell-slinger. But if the tide begins to turn against her, she'll retreat to her underwater lair where she shall regroup and plot her revenge...



## NPC: SHERIFF KORB



### 5th Level Pure Human

STR: 16 --- INT: 9  
DEX: 12 --- WIL: 13  
CON: 14 --- CHA: 11  
HPs: 78 --- AC: 8  
*Mutations: none*

Sheriff Korb is the sheriff and de facto ruler of what remains of the Ancient city of Atlanta - now merely a walled-in village of huts. He is an overweight pure strain human who speaks with an exaggerated southern accent. He dresses in a tattered Ancient uniform of the office, and he wears a policeman's badge, a sheriff's star, and other law officer insignia on a sash that runs across his chest. He wants there to be no mistake that he is "the law around these h'yere parts."



Sheriff Korb runs the village out of an old jailhouse in the middle of the town. Assisting him is a loyal group of 8 Pigmen (see MF rulebook, page 88) whom he refers to as "his deputies." These deputies are fairly dim-witted, but they follow Korb's orders without question. The deputies and Korb himself are armed with Laser Pistols Mk1 (5d6 hp damage) as well as Stun

Batons to keep the peace. Although he appears slow and clumsy, Sheriff Korb is a crack shot, receiving two attacks per round as well as a +1 hit point damage bonus when fighting hand-to-hand. He also has three Ancient Highway Patrol cars at his disposal that are still functional which he will use to chase down and capture fleeing "criminals."



Sheriff Korb is incredibly corrupt. He's a bully, a coward, a cheat, and a thief who uses his position to push around the villagers. One tactic he has used is to commit a crime himself, then frame an innocent villager. Since he's judge, jury, and executioner, the trials move swiftly and no one is the wiser. Sheriff Korb is also in league with the Wizard Artemus, assisting him in his local quest for power. The Sheriff is perfectly happy to secretly support and assist the Wizard, knowing that he will be rewarded once Artemus is in power.

Sheriff Korb can be easily underestimated by a group of PCs. When first encountered, he should appear as a down-south, aw-shucks, clumsy, good-natured oaf. However, Korb is a ruthless criminal who will use those mistaken impressions to his advantage. When the PCs drop their guard, Korb will use his deputies, his weapons, his vehicles, and his position to frame the PCs for a crime he himself committed. A good adventure hook would be for the PCs to escape from jail and avoid recapture, while trying to clear their names!



## NPC: SKULLUS THE WIZARD



### 8th Level Sorcerer

STR: 3 --- INT: 14

DEX: 5 --- WIL: 21

CON: 14 --- CHA: 9

HPs: 59 --- AC: 8

*Mutations: advanced mind control*

Although he is only a disembodied head, Skullus is one of the most powerful wizards found in the Thundarr universe. As a giant 3-foot-tall head in a glass dome, Skullus is fairly weak physically. He is carried around on a special platform by four hooded slaves, as he is unable to travel about on his own. He is, however, very powerful mentally. His high Willpower makes him formidable in mental combat. Aside from his magic-casting ability, Skullus also has one very powerful and unique mental mutation. Skullus' *advanced mind control* mutation gives him the ability to completely enslave a victim's mind. To do this, Skullus must make eye contact with the victim for 30 seconds. If the victim then fails a save versus their WIL halved, Skullus will have inducted a new slave into his army.



Yes, that is Skullus' other power - he has amassed one of the largest armies in the World.

His army consists primarily of mind-controlled victims who will fight to the death for Skullus. It is estimated that he has more than 500 mind-controlled soldiers to do his bidding. Skullus is also very technologically advanced, having a large regiment of four-armed Battle Droids who also do his bidding. Skullus has 20 of these Battle Droids who have the ability to fly and fire lasers. He will use these as a line of defense for himself, sending his mind-controlled rabble into the lines of combat first. Skullus also has a large War Machine available that he uses to wage war on those who oppose him.

In fact, that is one of Skullus' weaknesses - his deep-rooted hatred for and ongoing war with another wizard by the name of Octagon. Skullus has been waging war against Octagon's impenetrable fortress for many years now to no avail. He has been amassing his largest army yet, preparing for one last all-out assault against Octagon. When the PCs first meet Skullus, he could be "recruiting" more victims for his army, or Skullus' final drive toward Octagon could be underway.

As an 8th level wizard, Skullus has the following number of spells and levels memorized: three 1st level spells; three 2nd level spells; two 3rd level spells; and two 4th level spells. The Mutant Lord should use the magic-user/elf spells list from the *Labyrinth Lord* rulebook. Skullus is able to cast spells quite easily without the use of his hands. Skullus has a very low AC due to his inability to fight and/or defend himself. His glass dome offers him 50 hit points of protection before it fails. Because of his vulnerability, Skullus will make certain that his armies, droids, and machines are between himself and whomever may want to harm him.



### NPC: TYE, THE SWAMP URCHIN



#### 3rd Level Pure Human

STR: 9 --- INT: 12  
DEX: 8 --- WIL: 15  
CON: 10 --- CHA: 14  
HPs: 38 --- AC: 9  
*Mutations: none*

Tye is a young human girl who is one of Thundarr's closest friends and allies - although he'd never admit it. She is bull-headed, stubborn, and sharp of tongue. She claims that she's seen "12 summers," making her 12 years old. She has long platinum hair and is usually seen wearing a tattered dress. Thundarr refers to Tye as "the swamp urchin," as that's where she and Thundarr first met - in the swampland that has overtaken the former Texas/Mexico border.

Although she is a child, Tye possesses two resources unique to the World of Thundarr that makes her a very valuable ally.



First of all, Tye owns and runs an ancient steam-driven locomotive throughout the lands. This train consists of a steam engine, two flat cars, and three boxcars. Tye ships goods and supplies for many merchants and dealers

throughout the area (for a nominal fee). She also transports passengers and refugees. Since she is the only one who seems to know how to repair and run it, even the most ruthless of villains leave her alone lest those who depend on it rise up in revolt.

Tye's other resource is her long-standing friendship with the Marsh Hulks that roam throughout the swamplands. (See Marsh Hulk entry for more information.) Because Tye has lived in the swamps her entire life, she has developed a relationship with the Marsh Hulk species; she is able to communicate with them, and they view her as one of their own. If Tye is in danger, she can call upon 1d4 Marsh Hulks who will rise out of the watery depths and defend her to the death. Tye will not call upon the Marsh Hulks unless her life is in danger though, as she does not want to abuse this connection with them.

Tye should be portrayed as very worldly and wise beyond her years. But she is still a 12-year-old girl at heart with all of the interests and flightiness that entails. She will lose her temper at the drop of a hat, but she also realizes her importance in the world, giving her a bit of an ego. If Tye is befriended, she'll gladly transport the party anywhere the rail line travels - at a discounted price, of course.



## NPC: YONDO THE WIZARD



### 6th Level Pure Human

STR: 15 --- INT: 21  
DEX: 15 --- WIL: 11  
CON: 16 --- CHA: 16  
HPs: 76 --- AC: 7  
*Mutations: none*

Yondo the Wizard is an apparently powerful magic-user who terrorizes and extorts the rabble living in the ruins of what once was Beverly Hills. His lair is a large foreboding structure known as The Magic Castle, said to have been built by the Ancients themselves. He claims to have learned his magical secrets and skills from the "Ancient Masters of Abracadabra."

Yondo dresses in flowing white robes topped with a blue hooded and horned helmet which conceals his face. A skilled fighter, Yondo receives a +2 to hit bonus with handheld weapons, as well as a +1 damage bonus. He has a small group of six minions who do his bidding (any intelligent humanoid creature will do), and he rides upon the back of a trained Sky Dragon (see Sky Dragon entry for more information).

Where Yondo truly excels is his intelligence, having studied every Ancient text he has been able to lay his hands on. In fact, he has one of the most extensive libraries of Ancient tomes in the Thundarr Universe. Because of this, he receives a +30% Technology Roll Modifier. His intelligence and tech skills brings us to Yondo's secret: He is not a real wizard.

In reality, Yondo is actually Lomax, the Beverly Hills village scholar. Years ago, while scouting for research, he stumbled across The Magic Castle and the stage magician secrets it

contained. Since he has no real power, but wanting to taste the power of wizards, Lomax studied stage magic in secret, learning the tricks that entertained audiences in Ancient times. He uses these stage tricks to frighten and enslave the villagers as Yondo, but he lives amongst them as Lomax. In this way, he can sow uncertainty about Yondo's powers as well as eavesdrop on information that Yondo can act upon. Lomax's Ancient studies are such that he has developed several stage tricks that border on the mystical to the villagers, but they are still performed with "smoke and mirrors" (or actually high-tech equipment).

Wanting even more power for himself, Yondo actually challenged Thundarr and - for a time - had possession of the Sun Sword. Thundarr was able to retrieve his weapon, but not before Yondo had a chance to examine and duplicate it, creating a very powerful vibroblade he called The Nega-Sword. This blade was able to stand up to the Sun Sword and actually reflected a few blows. Thundarr was able to deactivate it by cutting off its power supply, but the fact that Yondo was able to build so powerful a weapon is a frightening.

In the game, Yondo should be built up as a very powerful wizard whose exact abilities are unknown. The spells he wields have the trappings of the Ancient magicians - balls, rings, cabinets, scarves, etc. However, his tech skills and knowledge make these "spells" just as deadly as the real magic the wizards sling, so Yondo should be treated just as carefully.





## CARROC



No. Enc.: 1d6 (2d6)  
Alignment: Chaotic  
Movement: 90' (30')  
Armor Class: 4  
Hit Dice: 8  
Attacks: 1 (claw, bite, or weapon)  
Damage: 1d8, 1d10, or as weapon type  
Save: L4  
Morale: 9  
Hoard Class: None

Carrocs are reptilian bipeds that have evolved (or mutated) from crocodiles and/or alligators. They are covered with a thick scaly hide that acts as a *natural armor*. They have a long reptile's tail, jet-black eyes, sharp claws, and a strong wide jaw filled with razor-sharp teeth.

Carrocs are incredibly strong, able to lift five times their own weight with ease. Even though they look like they come from a watery and/or swampy area, carrocs cannot breathe underwater and do not swim very well. Carrocs are quick to anger and are very vicious fighters, preferring to slash and bite an opponent, even if they have a weapon in hand.

Carrocs are a slaver race, capturing mutants and humans to work in their fields and/or to be sold off as slaves for profit. It is rumored that carrocs will eat a slave that no longer pulls his weight, so being captured by a carroc tribe is considered to be a fate worse than death.

*Mutations: increased strength, natural armor*

## CHATTERER



No. Enc.: 1d4  
Alignment: Neutral  
Movement: Fly: 120' (40')  
Armor Class: 4  
Hit Dice: 9  
Attacks: 3 (bite/claw/claw)  
Damage: 1d8/1d10/1d10  
Save: L5  
Morale: 9  
Hoard Class: VII

Getting its name from the clicking and clacking it makes with its claws and mandibles, the Chatterer is a giant mutant beetle with an incredibly heavy exoskeleton. They are normally found in caves and other underground caverns, preferring to leap out of the darkness to surprise a victim.

The Chatterer attacks with its two giant pincer claws, grabbing and crushing a victim for 1d10 hit points of damage. They may also lift a victim to its mouth, biting them for an additional 1d8 hit points.

It is very difficult to successfully attack a Chatterer as their *natural armor* is nearly impenetrable. However, they are very adverse to fire and will take an extra 1d6 hit points of damage whenever they come into contact with it or are attacked with fire.

Chatterers have only an insectoid intelligence and cannot be trained or otherwise tamed. They attack by instinct only. Some wizards have been known to trap a Chatterer, letting it get nice and hungry before releasing it onto a foe to be dispatched. Chatterers have also wandered into villages, attacking and consuming the weak and the small before being driven out by the

villagers. A rampaging Chatterer is a dangerous creature to contend with.

*Mutations: natural armor, epidermal susceptibility*



## DESERT PEOPLE



No. Enc.: 1d10 (2d20)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 5

Hit Dice: 4

Attacks: 1

Damage: per weapon

Save: L4

Morale: 7

Hoard Class: XXII

Desert People are 2-foot-tall humanoids who hate and mistrust all outsiders - to the point of being violently xenophobic. Desert People are often found in the sandy wastes of the post-apocalyptic Earth, preferring to make their homes in sand-covered, long-forgotten ruins. If a city has been slowly consumed by a desert, you'll find Desert People lurking within the buried dwellings.

Desert People prefer to keep themselves wrapped from head to toe in loose-fitting clothes, keeping their faces hidden behind scarfs and hoods. The only facial feature seen will be a pair of hateful scowling eyes. Since Desert People hate strangers, they will either keep hidden away if outsiders enter their area, or they may try to subdue and capture a prisoner if the Desert People are being employed by a Wizard or other powerful ally. Once captured, the victim is either turned over to the one who hired them, or the victim is left to perish in a deathtrap or fed to a large beast they keep for such events. You will never befriend a Desert Person, so it's best to not even try.

Desert People speak in a high-pitched chatter of their own that will be incomprehensible to listeners. (Although Ookla was able to speak to and understand a Desert Person, so it is

apparently possible to learn their language.) Desert People have a unique device called a Spring Lariat that they use to capture a victim. A long coil of spring is compressed between their hands. When released, the coil shoots out toward a victim, trailing a length of rope or wire behind it. On a successful roll to hit, the spring will spin around the victim, entangling them within the trailing cord. If a group of Desert People use their lariats on a victim, they are as good as captured.

*Mutations: none*





## DEVIL RAT



No. Enc.: 2d6 (2d10)  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 6  
Hit Dice: 3  
Attacks: 1 (bite or claw)  
Damage: 1d8 or 1d6  
Save: L2  
Morale: 6  
Hoard Class: XIII

Devil rats are vicious beasts that have evolved from common rats. They are fairly large due to *gigantism*, running from 7 to 14 feet from head to tail. When they stand upon their hind legs, they can tower over most normal-sized mutants. Devil rats are found in very dimly lit locations such as caves, caverns, and sewers. Though they are not blind, they have developed *severe light sensitivity* and will be unable to see if the light is brighter than a torch or flashlight.



Devil rats have a *natural armor*. They are covered in bony horns and plates, the most obvious is the bony fin along its spine, the horns on its head, and the jutting tusks thrust from its mouth. However, the devil rat does not use these horns and tusks for attacking. Devil rats

attack by biting for 1d8 hit points of damage. If they sit up on their haunches, they can lash out with a claw attack for 1d6 hit points of damage. However, they are fairly slow when attacking this way and get only one claw attack in a round. (Devil rats rear up like this to frighten and intimidate its victim, not because it's a better way of attacking.)

*Mutations: gigantism, natural armor, vision impairment (severe light sensitivity)*

## DREADLON



No. Enc.: 1 (1)  
Alignment: Chaotic  
Movement: Swim: 240' (80')  
Armor Class: 4  
Hit Dice: 20  
Attacks: 5 (bite, four tentacles)  
Damage: 4d8, 2d8, 2d8, 2d8, 2d8, 2d8  
Save: L9  
Morale: 10  
Hoard Class: None

A dreadlon is an incredibly giant sea creature with the head and body of a giant lizard and tentacles like a squid. It is often brought into existence by very powerful wizards, though they can be encountered naturally in the ocean. Dreadlons are gilled water-breathers only encountered in oceans or seas. They feed on underwater sealife and have the appetite of a whale crossed with a shark. They have been known to come up from the ocean depths to attack large ships on the surface.

A dreadlon attacks first by biting at its target. Due to its incredible size, a dreadlon will inflict 4d8 hit points of damage with a single bite. If a natural 20 is rolled, the target is either swallowed whole (if human-sized or smaller) or an additional 1d8 hit points of crushing damage is inflicted from its massive jaws. The four tentacles of a dreadlon surround its midsection. It uses these to grasp prey and/or crush ships or obstacles. A tentacle can crush for 2d8 hit points of damage. Due to their size, they have an incredibly high hit dice pool and morale. It is very difficult to hurt or drive away a dreadlon once it begins its attack.

The only saving grace of a dreadlon attack is that it cannot stay above the waterline for very long as it needs to submerge to breathe again. It will also quickly grow bored or frustrated with an attack if it lasts too long, preferring larger prey to eat or prey that doesn't put up much of a fight. So a dreadlon will only attack for 2d12 rounds before it breaks off and goes back underwater.

Dreadlons are huge unstoppable monstrosities and should only be introduced to increase tension or to "herd" a party in a certain direction.

*Mutations: none*

## EQUORT



No. Enc.: 0  
Alignment: Neutral  
Movement: 90' (30')  
Armor Class: 7  
Hit Dice: 3  
Attacks: 2 (hooves)  
Damage: 1d6/1d6  
Save: L2  
Morale: 9  
Horde Class: None

Primarily used as a means of transport, the equort is a large horse-like creature with a beak-like mouth, cat-like eyes, and a thick reptilian tail. Equorts are hairless, covered instead with a thick pale-yellow hide, with pointed ears that could be mistaken for horns at a distance.

Equorts are incredibly strong creatures, often used as pack animals and cart-pullers. They can carry up to 450 pounds and move at full speed, and up to 900 pounds and have their movement halved. Because of their size and strength, they are the favored mounts of Moks, who often use them for transport. When threatened, an equort will rear up and kick with their front hooves for 1d6 hit points of damage. Equorts are not agile creatures when at a full gallop, often crashing through smaller barriers rather than leaping over them the way a horse will. They are also somewhat slower than a Riding Horse (MF rulebook, pg. 76) with a max speed of 90' per turn.

Equorts are as loyal as horses and are incredibly protective of their master. They will never be found in the wild, however, since they are specifically bred, raised, and trained by equort handlers. A PC who wishes one as a

mount will have to find someone willing to sell theirs.

*Mutations: none*



## FELOID



No. Enc.: 1d10 (3d10)  
Alignment: Chaotic  
Movement: 150' (50')  
Armor Class: 6  
Hit Dice: 8  
Attacks: 3 or 1 (2 claws and bite, or weapon)  
Damage: 1d6, 1d6, 1d8 or weapon type  
Save: L7  
Morale: 8  
Hoard Class: V

Feloids are mutant felines often found working as muscle for wizards. Upon first glance, feloids could be mistaken for tigrisoids (MF rulebook, pg. 87). However, whereas tigrisoids are mutant descendants of Ancient tigers, feloids have descended from domesticated felines, i.e., housecats. Because of this, feloids are slightly smaller and less courageous than their larger cousins. Since they are descended from domesticated stock, Feloids are often found working for humans, especially wizards who appreciate their relative obedience. Feloids have also evolved without any mutations.

Feloids usually attack with whatever weapon they have been provided - often stun or laser pistols. However, in close combat, they will lash out with their claws for 1d6 hit points damage each and a fanged bite for 1d8 hit points damage. Feloids are fairly dexterous and cunning, though they will often retreat once combat has turned against them.

*Mutations: none*

## FIREWHALE



Firewhales are known to attack in packs and have been known to ram watercraft with their horn, overturning any boats that happen to venture into their territory.

*Mutations: unique (flamejet)*

No. Enc.: 0 (1d4)  
Alignment: Chaotic  
Movement: Swim: 180' (60')  
Armor Class: 6  
Hit Dice: 8  
Attacks: 1 (bite or flamejet)  
Damage: 1d20/ 2d12  
Save: L3  
Morale: 10  
Hoard Class: None

The firewhale is a large aquatic creature renowned for its ferocity and ill temper. Firewhales are often used as guardians of underwater domains, islands, and atolls by other intelligent sea-based beings.

The primary method of attack of the firewhale is by biting using its massive mouth of stalagmite-sized teeth. The bite of a firewhale deals 1d20 damage to the unfortunate victim. Also, if a natural 20 is rolled for a firewhale bite attack, the victim is instead swallowed whole by the whale. The victim will suffer 1d6 of drowning damage per round until they are either freed or they have died in the whale's stomach.

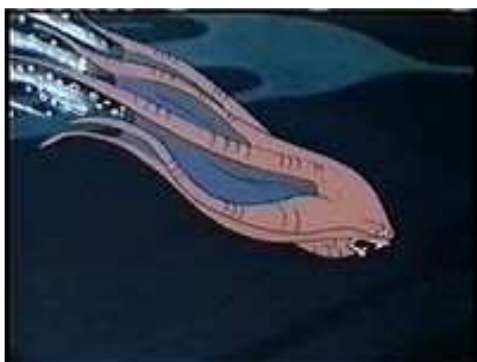
Over the course of time and evolution, the firewhale has developed a flamejet where a whale's blowhole would normally be. A firewhale can use this flamejet as a secondary attack, spewing a fiery stream of magma over 50'. Anyone struck by the magma will suffer 2d12 damage from the initial burn. The magma will cling and burn for 1d6 additional damage for 1d4 rounds. Water will not wash off the magma once contact has been made.

## FRAEKEN



No. Enc.: 0 (1d3)  
Alignment: Neutral  
Movement: Swim, 90' (30')  
Armor Class: 7  
Hit Dice: 9  
Attacks: 8 (tentacles) or 1 (*energy ray*)  
Damage: 1d4 per tentacle/4d6 per *energy ray*  
Save: L4  
Morale: 7  
Horde Class: None

A Fraeken (fray-ken) is an eight-armed, squid-like, underwater creature that may be mistaken for a Giant Octopus (MF rulebook, pg. 87) when first encountered. It is usually colored a sickly reddish-purple, and a thin webbed skin runs between each of its tentacles, giving it a saucer shape. Its most disturbing feature is its eerie human-like face that takes up most of its central body mass.



A Fraeken can grab and crush a foe with any one of its eight tentacles for 1d4 hit points of damage. These tentacles will also wrap around a victim upon a successful hit, crushing them for 1d3 additional points of damage per round. However, the Fraeken prefers to attack with its *energy ray* mutation. A Fraeken can fire a blue

laser beam from the tips of two of its tentacles for 4d6 hit points of damage.

If a fight is going against a Fraeken, it will spray a 40' cloud of black ink, obscuring the vision for all in the area. It will then try to make its escape while its combatant is blinded.

*Mutations: energy ray*

## GAMMA HARE



No. Enc.: 1d6 (1d8)

]Alignment: Neutral

Movement: 90' (30')

Armor Class: 4

Hit Dice: 9

Attacks: 2 or 1 (claws or *gamma eyes*)

Damage: 2d8/2d8 or 6d6

Save: L5

Morale: 7

Horde Class: None

Gamma Hares are large mutated rabbits about the size of a fully grown adult bear. They are covered in a thick green fur with a long lizard-like tail. Gamma Hares have thick bony plates running down their spines which gives them extra armor protection from attacks.

Gamma Hares attack with their sharp claws for 2d8 hit points for each claw that lands. However, instead of a claw attack, a Gamma Hare can opt to use its gamma eyes mutation, firing out a scorching ray of radiation for 6d6 hit points of damage.



Gamma Hares usually walk upright, but they have developed incredibly strong haunches, giving them the ability to *leap* away from trouble. With this ability, a Gamma Hare can launch itself 100 feet straight up or 200 feet in any direction.

If combat starts to turn against a Gamma Hare, it will suddenly shoot into the air and out of range of its attacker.

*Mutations: gamma eyes, leaping*

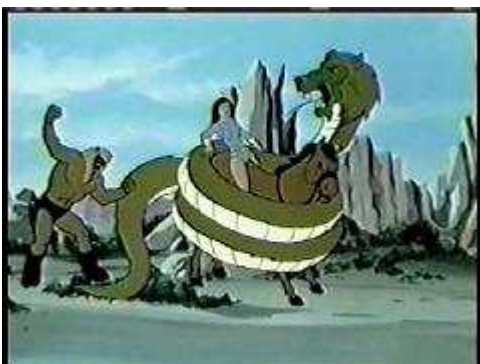


## GRIZZLY SNAKE



No. Enc.: 1d4 (1d6)  
Alignment: Chaotic  
Movement: 90' (30')  
Armor Class: 6  
Hit Dice: 7  
Attacks: 2 (bite, constrict)  
Damage: 1d6, 2d10  
Save: L3  
Morale: 9  
Hoard Class: VI

The Grizzly Snake is a 20-foot-long snake-like creature that lives in desert and arid areas. The Grizzly Snake isn't a true reptile, however. It is a mutated legless bear that has evolved a lengthened snake-like body covered in a matted brown fur with a large bear's head at one end.



The Grizzly Snake is as aggressive as any angered bear. They do not live in caves though, preferring to use its *hyperburrowing* mutation to hollow out a large underground pit in which it lives. A Grizzly Snake has evolved a very acute *vibration sense* that gives it the ability to feel vibrations in the earth from up to 200 yards away. The Grizzly Snake can use this sense like a radar, "feeling" the approximate position of a nearby victim through vibrations from them

walking or riding above. The Grizzly Snake will then burrow to a position under the victim, exploding out from under them and surprising them, gaining initiative in the attack.

A Grizzly Snake attacks by wrapping around and strangling a victim. If successful, it will crush a victim for 2d10 hit points of damage. The constriction continues on subsequent rounds. They can also bite for 1d6 hit points of damage, although the bite is not poisonous.

*Mutations: hyperburrowing, vibration sense*

## GROUNDLING



No. Enc.: 1d10 (3d10)  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 5  
Hit Dice: 6  
Attacks: 1 (claw, bite, or weapon)  
Damage: 1d6, 1d6, or as weapon type  
Save: L4  
Morale: 6  
Hoard Class: VII

Groundlings are "rat-men" that are devious, cowardly, and untrustworthy. They are covered in fine grey hair, and they have the elongated snout and ears of a rodent. Groundlings attack the weak and shy away from the strong, so they are often found tormenting and robbing weaker mutants they encounter. Because of their cowardice, they are often found working as minions for more powerful villains.

Groundlings live underground in massive caverns and cave complexes. Most groundling lairs have one leader, who is the strongest and/or most intelligent of the clan. This leader can be identified by the human finery he chooses to outfit himself with (robes, jewelry, a crown perhaps).

Groundlings are fairly clever and dexterous. They are able to use most advanced weapons and some have even been seen driving vehicles. It isn't unusual to see groundlings armed with lasers or other firearms. In combat, they are very quick and nimble, so hitting them can be problematic. However, they aren't very physically strong, so they won't stand toe-to-toe with an enemy, preferring to either attack from a

distance or run in, attack, and dash away. They are also quite cowardly, choosing to ambush a party from the shadows and then run if the tide turns against them.

*Mutations: increased balance, reduced strength*

## HAWK-PEOPLE



No. Enc.: 2d4 (2d6)  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 6  
Hit Dice: 7  
Attacks: 1 (weapon)  
Damage: as per weapon  
Save: L6  
Morale: 9  
Hoard Class: VII

Hawk-people are wingless, bird-like bipeds that are fairly strong and fearless. However, hawk-people have no real motivation or drive of their own, preferring to follow the orders of a strong charismatic leader. Because of this blind loyalty, hawk-people are often found working as muscle for wizards. Hawk-people do not have wings or any other ability to fly, although they have the face, beak, and feathers of a bird. They are never found without their backpack where they keep all of their valuables. (It is thought that the backpack also helps hide whatever vestigial stumps remain of what was once their wings.)

Hawk-people have the mutation of *shriek*, preferring to let loose with a bloodcurdling scream when they enter battle. The hawk-people can be found using any kind of weapon, although – when trying to accumulate slaves for its master – they prefer to use a man-catcher. This large fork-like polearm ends in a large claw-like apparatus and is used to snare, entrap, and otherwise capture a victim. On a successful hit, the man-catcher has ensnared a victim. If three or more hawk-people ensnare the same target, that victim is immobilized. This ensnaring does no damage though.

*Mutations: shriek*

## ICE WOLF



No. Enc.: 1d4 (2d4)  
Alignment: Neutral  
Movement: 150' (50')  
Armor Class: 6  
Hit Dice: 5  
Attacks: 1 (bite or frost breath)  
Damage: 2d6 or 4d6 cold damage  
Save: L2  
Morale: 8  
Hoard Class: None

The ice wolf is primarily found in arctic and frozen wastelands. It is the size of a very large dog, covered in white fur, with a small sharp horn on its muzzle. The ice wolf is a nocturnal animal, preferring to hunt at night. This is because it suffers from *albinism* and is very sensitive to sunlight, so it has a -2 penalty to hit when the sun is up. However, its *thermal vision* mutation allows it to see perfectly well at night.

The ice wolf can bite its prey for 2d6 hit points of damage. Also it can breathe a cone of *frost breath* once every 4 rounds to a distance of 50 feet. This subzero attack deals 4d6 hit points of cold damage to anyone hit.

Ice wolves live in caves and underground ice tunnels, preferring the darkness and the cold these shelters provide.

*Mutations: albinism, thermal vision, frost breath*



## LAVA WORM



No. Enc.: 1d2 (1d4)  
Alignment: Neutral  
Movement: 60' (20'), *Hyperburrowing*: 180' (60')  
Armor Class: 4  
Hit Dice: 12  
Attacks: 1 (trample or lava stream)  
Damage: 2d6/8d6  
Save: L6  
Morale: 10  
Horde Class: None

A Lava Worm is a monstrosously large orange- and red-skinned worm that appears to be completely ablaze. A Lava Worm's AC is fairly high due to its incredibly hot surface temperature. More common weapons will either bounce off of its hide or will melt upon contact. Because of this, Lava Worms are very susceptible to cold attacks (taking double damage). They can also be injured with large amounts of water.

A Lava Worm is slightly smaller than a purple worm (MF rulebook, page 90), about 8 feet in diameter and 80 feet long. Due to its monstrous size, a Lava Worm can literally "fall" onto its victim, crushing them from 2d6 hit points of damage. A Lava Worm can also spew a thick *lava stream* from its mouth, burning the unlucky PC for 8d6 hit points. This lava is also fairly corrosive due to the heat and will melt through surfaces of AC 6 or less. A Lava Worm can move underground at an accelerated rate using its *hyperburrowing* mutation. It prefers to tunnel underneath a victim, then explode out from the ground in front of them, gaining surprise if undetected.

Lava Worms are usually found in extremely hot and arid areas (i.e. deserts, active volcanoes). Due to their aggressive nature and dangerous surface temperature, a Lava Worm is best

avoided. However, Wizards have been known to get a Lava Worm under control, sending them out to destroy a village or other Wizard. If that happens, it's best to stay out of the way.

*Mutations: lava stream, hyperburrowing*



## LEATHERWING



No. Enc.: 1d6 (1d8)  
Alignment: Neutral  
Movement: 60' (20') Fly: 240' (80')  
Armor Class: 5  
Hit Dice: 7  
Attacks: 1 (bite)  
Damage: 4d6  
Save: L4  
Morale: 8  
Hoard Class: None

Leatherwings are giant mutant bats that can be used as flying mounted steeds. They are nearly 10 feet in length with a 25 foot wingspan. They have brown fur, red eyes, and a long rat-like tail. They are the preferred mode of transport for the mysterious Raiders of the Abyss, although they are a common enough mount that they could be encountered anywhere in the Thundarr universe. Unlike common bats, Leatherwings have fairly decent eyesight so they do not rely on (or possess) a radar sense or any mutations like *echolocation*.

Leatherwings aren't much good in a fight, only able to bite with their large fanged mouth. However, if they successfully bite, they'll do 4d6 hit points of damage due to their size and strength. Also, just like the Giant Bat (MF rulebook, pg. 61), Leatherwings have a paralysis potion in their saliva, causing paralysis in a bitten enemy for 1d10 rounds unless a save versus poison is successful.

Leatherwings aren't naturally violent unless provoked. Once "broken," they are as tame as any horse or beast of burden. They are able to carry up to 300 pounds and fly at their full movement rate. They can carry between 301 and 600 pounds and still become airborne, however they move at half their airborne

movement rate. They are unable to take flight once they are carrying more than 600 pounds.

*Mutations: gigantism, toxic weapon*



## MARSH HULK



No. Enc.: 1 (1d2)  
Alignment: Neutral  
Movement: 90' (30'); Underwater: 90' (30')  
Armor Class: 2  
Hit Dice: 11  
Attacks: 1 (claw, bite, or weapon)  
Damage: 1d8/1d8/as weapon (3d6 damage bonus with claw/weapon)  
Save: L6  
Morale: 8  
Hoard Class: XX

A Marsh Hulk is a huge (7-8 feet tall) fur-covered humanoid mutant that lives in swamps and marshy environments. They have glowing yellow eyes, a mouth full of dagger-like teeth, and sharp four-fingered claws. Because of their preferred habitat, a Marsh Hulk is often found dripping wet, reeking of damp rot, with seaweed and other brambles clinging to their matted fur. They are incredibly strong and virtually impervious to harm. Entering into combat with a Marsh Hulk is incredibly foolhardy, and even the bravest of adventurers should avoid angering one.



A Marsh Hulk is unusual in that it's one of the few mammals in the Thundarr universe capable of *water breathing*. Using this mutation, a Marsh Hulk will make its lair in an underwater cave or cavern, coming out only when an intruder invades its turf. A Marsh Hulk doesn't "swim" but it can walk underwater along the bottom of the swamp at the same rate as it can on land.

It is very difficult to harm a Marsh Hulk due to its *natural armor*. Its matted fur is hardened to a mail-like surface, making it impenetrable. Also, its fur is permanently dampened, effectively making the Marsh Hulk immune to all fire attacks. (In fact, Thundarr's Sun Sword bounced harmlessly off the hide of one Marsh Hulk, which should give you some idea of how hard it is to hurt one of these creatures!)

A Marsh Hulk's basic fighting skill is "grab an object and beat my opponent with it." Due to its *increased strength*, a Marsh Hulk gets a 3d6 damage bonus when it hits with its claw or a club. And heaven help you if it grabs hold of you and starts yanking in opposite directions!

In spite of its frightening appearance and formidable strength, Marsh Hulks are actually fairly timid, choosing to avoid combat if possible. But if they enter combat, they will tear the combatant apart to ensure they are never bothered by them again.

*Mutations: water breathing, natural armor (extreme), reflective epidermis (fire), increased strength*



## OCEANBROOD



No. Enc.: 1 (1d2)  
Alignment: Neutral  
Movement: 120' (40'); Swimming: 120' (40')  
Armor Class: 5  
Hit Dice: 10  
Attacks: 3 (claw/claw/bite)  
Damage: 3d10/3d10/3d6  
Save: L5  
Morale: 12  
Hoard Class: None

The Oceanbrood are an offshoot of the Lobstrosity species (MF rulebook, pg. 81), although they are ten-times larger, more aggressive, and infinitely more dangerous. An Oceanbrood is 20' to 40' long and protected by a flexible outer shell. They are often found in or near large bodies of water. They are as quick in the water as they are on the ground, able to swim at its normal land movement rate.



An Oceanbrood's claws are diamond-hard and razor-sharp. Its claws have been known to pierce and cut through a ship's steel bulkhead! These claws do 3d10 hit points of damage to an unlucky victim. If a single claw attack of an Oceanbrood does more than 20 points of damage at one time, the PC should roll vs.

death or they will have a limb severed by the knife-edged claw. A second save vs. death should then be rolled, otherwise the claw severed the PC's head or cut them in half, killing them instantly. The Oceanbrood will also bite an opponent with its mouth of pointed teeth, doing 3d6 hit points of damage.

Although it has very limited intelligence, an Oceanbrood can be trained to obey very simple commands if it is caught when young and trained as it grows. The river pirate Capt. Kordon was able to train an Oceanbrood to come when she blew a high-pitched whistle and to attack when she pointed to a victim. They cannot be trained to do anything more substantial.

*Mutations: none*





## SKY DRAGON



No. Enc.: 1 (1)  
Alignment: Neutral  
Movement: Fly: 300' (100')  
Armor Class: 8  
Hit Dice: 11  
Attacks: 1 (bite or ram)  
Damage: 2d8 or 3d10  
Save: L5  
Morale: 8  
Hoard Class: None

The Sky Dragon is a monstrously large mutant dragonfly used as a means of transport. They are incredibly fast due to their powerful wings, light weight, and *quickness* mutation. A Sky Dragon has eight legs, a blue exoskeleton, long thin insectoid wings, and large red multifaceted eyes. Due to their size, they can carry up to three human-sized creatures comfortably. They can carry up to 900 pounds and move at full speed. They can carry between 901 and 1,800 pounds and still get airborne, but they'll move at half-speed. A Sky Dragon cannot take flight if encumbered by more than 1,800 pounds.



Because of their fragility, a Sky Dragon isn't normally used in combat, although they can defend themselves if attacked. They will bite at

an enemy with its mandibles doing 2d8 hit points of damage if successful. A Sky Dragon can also dive from the sky at an incredible rate of speed, ramming into an opponent and doing 3d10 hit points when attacking in this manner. They will ram only as a last resort as they will take 1d10 hit points of damage themselves from the collision.

*Mutations: quickness*

## SPELLRENDER



No. Enc.: 1  
Alignment: Chaotic  
Movement: 90' (30'); Flying: 120' (40')  
Armor Class: 3  
Hit Dice: 12  
Attacks: 3 (claw/claw/bite)  
Damage: 2d8/2d8/4d8  
Save: L6  
Morale: 10  
Hoard Class: None

A Spellrender is not a naturally occurring creature; it is a magical being brought into existence only through very powerful Wizard magics. Because of this, only 1 will ever be encountered at a time and there is no chance of meeting one in its "lair."

A Spellrender looks like a large lizard-like monster with a set of leathery membranous wings (*complete wing development*) and glowing pupilless yellow eyes. Two sets of two-toed claws are found on its "arms" and "legs" and a serpentine tail rounds out the beast's appearance. The Spellrender is covered in a thick slime coating, but this is harmless and not poisonous in the least. A Spellrender can attack with its claws for 2d8 hit points of damage for each claw that hits and it can also bite for 4d8 hit points of damage. The Spellrender's eyes can also fire out a dazzling *bright light* which blinds all opponents within 30' for 1d4 rounds. This blindness causes a -4 penalty on attack rolls and increases the victim's armor class by 4 while they stagger around blinded.

The true purpose of a Spellrender is in its *mutation/magic sink* ability. All Wizards and Sorcerers within 90' of a Spellrender will find that their ability to cast spells and wield magic is gone. The creature radiates a field that just

"shuts down" magical ability. Even worse for denizens of the *Mutant Future* is the *mutation/magic sink* also shuts down all mental mutations within this same area of effect. (Physical mutations are unaffected.) Many Wizards will bring a Spellrender into being and order it to attack a magic-wielding foe while the Wizard stays out of the range of the magic sink. When the victim finds herself unable to cast spells, the Wizard will hurl magic from afar while the Spellrender moves in for the physical kill. Unless a spell-casting victim is good with weapons as well, the Spellrender will make the fight a short one.

*Mutations: mutation/magic sink; complete wing development; optic emissions (bright eyes)*

## STALKER FROM THE STARS



No. Enc.: 1  
Alignment: Chaotic  
Movement: 120' (40'); burrowing 90' (30')  
Armor Class: 4  
Hit Dice: 11  
Attacks: 6 (4 claws, tail, bite)  
Damage: 1d8, 1d8, 1d8, 1d8, 1d6, 1d8  
Save: L9  
Morale: 10  
Hoard Class: XVI

A stalker is a large (8 feet tall) slug-like creature with four clawed arms, a large fanged mouth, and yellow pupil-less eyes on eyestalks. The stalker is not a mutant, however, but rather an evil space-faring creature that travels from planet to planet, collecting prey to take back to its homeworld for food. A stalker will not stop until it has collected 50 creatures (mutants, animals, etc.) and secured them for transport. Once it has captured enough prey, it will return home with its "harvest" to feast. NOTE: A stalker prefers to eat live prey, so it will try to subdue or overpower a victim rather than killing them outright.

A stalker is able to burrow underground at an accelerated rate using its *hyperburrowing* ability. The stalker often likes to dig underneath a victim, grab them, and then pull them underground for an attack. The stalker can also use this ability to break through wood flooring or other fragile ground coverings in order to surprise and overtake its victim.

When attacking, the stalker has four claws that can each strike for 1d8 hit points of damage. It also has a tail it can whip around for 1d6 hit points of damage as well as biting for 1d8 hit

points of damage. The creature's eyes can also emit an *optic emission* that will strike a foe for 1d6 damage as well as blinding them for 1d4 rounds. One additional ability of the creature is that it can control any machine for 1d10 rounds once per week. The control is only through line of sight and is used as a last resort for defense if the creature is in danger of being captured or defeated.

Stalkers are able to cocoon their prey using *webs* that spray from their claw's tips. Once a victim is defeated or captured, the stalker cocoons its victims and returns them to the cargo hold of its hidden spaceship for later transport back to its homeworld. The creature does not use its *webs* in combat or as a trapping material. It is used only to bind an already defeated creature.

The stalker is an incredibly powerful and dangerous creature and should not be randomly encountered. Rather, an entire campaign should be built around investigating and stopping this monster from another planet. Failure could mean the disappearance of entire communities – including the party's home village.

*Mutations: webs, hyperburrowing, optic emissions, machine control*

## SURFENT



No. Enc.: 1d4 (1d6)  
Alignment: Chaotic  
Movement: 60' (20')  
Armor Class: 6  
Hit Dice: 5  
Attacks: 2 (bite, constrict)  
Damage: 1d4, 2d8  
Save: L2  
Morale: 6  
Hoard Class: VI

The surfent (AKA "fur serpent") is a 10-foot-long python-like snake. The surfent, however, is covered in a soft spotted fur. It also has a set of insectoid-like antenna on its head. The antenna gives the surfent the mutation of *echolocation*, giving it a +2 to hit bonus in combat.

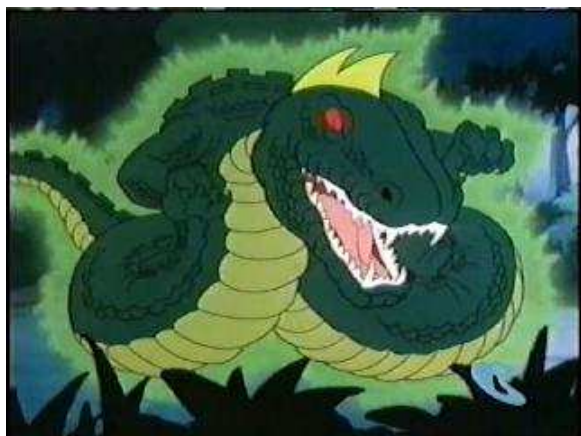
Unlike other snakes, surfents are very aggressive and will actively enter combat. Its primary form of attack is through a bite. Upon a successful hit, the surfent will deal 1d4 hit points of damage. A bitten character must then make a save versus poison. Failure means they will die in 1d10 turns (class 12 poisonous venom with delay). Surfents also use their incredible size to wrap around and constrict a victim. If successful, it will crush a victim for 2d8 hit points of damage. The constriction continues on subsequent rounds.

Surfents are usually found in muddy/swampy areas. They are often used as guardians by wizards, and a pit of surfents acts as a handy way to dispose of troublesome meddlers.

*Mutations: gigantism, echolocation*



## SWAMP WORM



No. Enc.: 1 (0)  
Alignment: Chaotic  
Movement: 210' (70')  
Armor Class: 5  
Hit Dice: 12  
Attacks: 3 (claw, claw, bite)  
Damage: 1d6, 1d6, 3d8  
Save: L6  
Morale: 9  
Hoard Class: None

Swamp worms (properly known as "hydroids") are not natural mutants or animals, but are rather created through magical forces. They appear to be grotesquely large snakes (between 30-40 feet long) with the head and front claws of an alligator. They have pupil-less red eyes and a bony fin protruding from its head. Since they are brought into existence by wizards specifically to do their bidding, they will never be found "in the wild" or "in a lair." They are blindly obedient to the one who created them.



A swamp worm attacks with its two claws for 1d6 hit points of damage each and with its toothy maw for 3d8 hit points of biting damage. A swamp worm's true magical nature is revealed when it uses its special *regenerative capability*. When a swamp worm is taken down to one-half of its original hit point total, the worm splits into two halves. These halves then immediately regenerate into a whole swamp worm, each with the remaining hit point total. (For example, a 100-hit point swamp worm is taken down to 50 hit points. It splits, and the two new swamp worms each have 50 hit points.) The new swamp worms will not divide further. Once the swamp worms are defeated, they will curl upon themselves and disappear in a flash of light and acrid smoke.

In the show, Thundarr was able to defeat the swamp worms by tricking them into biting each other. When they made contact with each other, they exploded into non-existence. This method may also work for your PCs, but I have no idea how they'd manage such a trick. If they think of it, let them do it!

*Mutations: regenerative capability (one-time duplication)*

## SYNTHEKOID



No. Enc.: 1d6 (3d6)  
Alignment: Neutral  
Movement: 60' (20')  
Armor Class: 4  
Hit Dice: 9  
Attacks: 1 (fist)  
Damage: 2d6 + 3d6 (strength)  
Save: L5  
Morale: 9  
Horde Class: XIII

Synthekoids are 7-foot-tall humanoids with a stone-like outer shell. This rocky coating acts as a *natural armor*, bestowing an armor class of 4 to the creatures. However, this granite skin inhibits a sythekoid's movements (treat as per the *slow mutation*), causing them to move only 60' per turn. They are voiceless, soundless, and seemingly without any means of communication. It is thought these creatures are driven only by instinct, though there may be a rudimentary telepathy amongst the members of a synthekoid "family," but this is unconfirmed.

Due to their decreased speed, synthekoids only attack once every other round. But although slow, sythekoids deal a lot of damage due to their *increased strength*. Their hardened fists deal 2d6 hit points of damage, plus an additional 3d6 hit points due to their strength. In other words, a synthekoid may not hit very often, but they will deal a lot of damage when they do.

Synthekoids live deep underground in massive caves and caverns. They will always be found living near a mineral-rich underground pool. Upon hatching from a boulder-like egg, a baby sythekoid is carried to this pool and dipped into it. The pool's minerals instantly bond to the

child's flesh, hardening it to the rocky shell unique to the synthekoid race. However, although it is safe for synthekoids to come into contact with this liquid, the mineral-rich pool is incredibly dangerous for others. Anyone who so much as touches this pool (or falls into it) will be instantly encased in the same rocky, unbreakable, unmoving shell, trapped forever in the stony cocoon. Synthekoids will often set these "living statues" at the entrance of their cave complex as a warning to outsiders to stay away.



Synthekoids are usually peaceful, wishing only to be left alone with no contact from the outside world. They may, however, be found working with a wizard if it suits their unknown purposes.

*Mutations: slow mutant, natural armor, increased strength*

## THE SLEEPING DEMON



No. Enc.: 1  
Alignment: Chaotic  
Movement: 90' (30'); flying 240' (80')  
Armor Class: 3  
Hit Dice: 13  
Attacks: 3 (2 claws, bite)  
Damage: 1d10, 1d10, 1d12  
Save: L11  
Morale: 11  
Hoard Class: none

The Sleeping Demon is a unique creature in the Thundarr universe as it is not a natural denizen of the ruined Earth of the future. Nor is the creature mystical, magical, or demonic in nature. Rather it is an Ancient genetic experiment revived from suspended animation by the wanna-be wizard Judag.

The Sleeping Demon appears to be a cross between a hawk, an owl, and a gorilla. It has hawk-like talons for both hands and feet as well as a fully-developed set of wings powerful enough to carry both itself and a victim aloft. The exact name of the creature as well as the experiment that spawned it are lost to the sands of time.



The Sleeping Demon is incredibly strong. It attacks with its talon "hands" for 1d10 hit points of damage for each claw and it can bite with its powerful beak for 1d12 hit points of damage. It has a ravenous appetite and it will feed on any mutant it can get its claws into. Due to its hunger, The Sleeping Demon has a very high morale. It will not stop or retreat until it has fed.

In Thundarr's time, the legend of The Sleeping Demon is well-known. Its exact nature and background is still steeped in mystery and myth though. It is said that whosoever awakens The Sleeping Demon will be granted the powers of a wizard. The truth is that the awakener will most likely be the first victim the "Demon" will feed upon. (After all, it hasn't eaten in more than 1,000 years.) After feeding, the Demon will then fly to the nearest village and continue its feast.

*Mutations: complete wing development*



## WOLF-APE



No. Enc.: 1d4 (1d6)  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 6  
Hit Dice: 9  
Attacks: 3 (claw, claw, bite)  
Damage: 1d6, 1d6, 2d6  
Save: L7  
Morale: 8  
Horde Class: II

Wolf-Apes are a mutant hybrid of both the canine and simian species. They are large human-sized bipedal mutants with matted grey-brown fur. They have pointed ears, sharp claws, and eerily glowing pupilless eyes.



Wolf-Apes are not intelligent, possessing only animal-like instinct and cunning, and they are incapable of speaking. They attack for food and - since they are fairly cruel - for sport. Because of their animalistic ways, wizards will not use them as minions as they are unpredictable and dangerous. (Although a wizard may have an arena where he arranges combats between his collection of wild Wolf-Apes and unfortunate victims for his amusement.)

Wolf-Apes are able to travel through the trees much like an ape, swinging silently from branch

to branch. They prefer to attack by leaping out of trees and onto their victim. They rend with their sharp claws for 1d6 hit points for each claw that lands. They can also snap and bite at a victim for 2d6 hit points of damage.

Oddly enough, even though a Wolf-Ape has no use for or concept of money and valuables, some very basic silver coinage can be found in a Wolf-Ape lair. It is thought that they are attracted to the shiny baubles, collecting them for their shine.

*Mutations: none*





## ADVENTURE: ATTACK OF THE AMAZON WOMEN



While riding along a cliffside along a sea coast, the PCs will hear the blasts of lasers as a nearby firefight ensues. If they investigate, they'll see two blue-skinned women in robes with shields and tridents being fired upon by four other blue-skinned warrior women armed with laser rifles. One of the laser-armed women shouts to the ones who are pinned down: "Surrender Deona! Rejoin our Amazon army! Queen Stryia will be merciful!" "She is a WIZARD!" Deona shouts back. "She shows no mercy!" The laser-wielders begin firing again at the rebels. If the PCs have any sense of fair play (and if they are "anti-wizard" as all good characters in the Thundarr universe should be), they should help the outgunned rebels.

**Amazon Women (4)** (AL C, MV 120' (40'), AC 7, HD 8, #AT 1 (laser rifle), DG 6d6, SV L4, ML 7, *mutations: water breathing*)



When the battle has turned, the leader shouts for retreat. All of the Amazons will dive into the water, swimming away on giant sharks that have been waiting nearby. Deona thanks the PCs and offers them food and shelter in a nearby hidden cave where she and her rebel Amazon band

have taken refuge. She explains that she was once Queen of the Amazons - a race of aquatic water-breathing warriors - until the Wizardess Stryia conquered her underwater domain. "Now Stryia is building an army with which to strike on land as well as at sea!" From her hidden base, Deona has been striking against Stryia, weakening the wizard's defenses. Impressed with the PC's fighting prowess, she asks them to accompany her on a raid on Stryia's underwater base. "Stryia has located an Ancient secret weapon! We must seize it before she can use it against the surface world!" she warns. She offers all of the PCs the use of a set of Aquagills (which they'll be allowed to keep) for this mission.

While swimming to the location of the secret weapon, the party will be spotted by one of Stryia's patrols. They contact Stryia who informs them to release the Fraeken - a monstrous squid-like creature trained to protect the area. The Fraeken will attack the party, firing an energy ray at them first before moving in to try to grasp and crush any PC is can get near.



**Fraeken (1)** (AL N, MV Swim: 90' (30'), AC 7, HD 9, #AT 8 or 1 (tentacles or *energy ray*), DG 1d4 per tentacle or 4d6 per *energy ray*, SV L4, ML 7, *mutations: energy ray*)

Once the Fraeken is dealt with (or it scampers away), Deona will lead the party to a submerged Ancient air force base. (If the party has been getting away relatively unscathed, toss in an underwater Amazon patrol attack to keep them on their toes. If they've been taking a beating, let them get to the air base after the Fraeken attack.) One of the buildings, an Ancient airplane hanger, has a thick crust of barnacles that have kept it undamaged over the centuries. An airlock leads within. Once the party is inside, they'll see the secret weapon Stryia plans to use - a large

combat missile that could level a city! As the party approaches the missile, three Giant Black Widow Spiders descend from the ceiling and attack the party! The bite is deadly (death after 1 turn unless a save versus poison is made).

**Giant Black Widow (3)** (AL N, MV 60' (20'); Web 120' (40'), AC 6, HD 3, #AT 1, DG 2d6/poison (class 12), SV L2, ML 8, *mutations: gigantism*)



After the spiders are dealt with, the PCs will hear a shrill laugh coming from within the missile. The nosecone drops off and there stands Queen Stryia! The missile was Trojan Horse - a hollow case in order to lure Deona into her trap for a final battle! Stryia is an 8th level wizard and will not stop until Deona and the PCs are defeated, or she is destroyed! If there are any sorcerers in the party, she will single them out first, trying to incapacitate them first. (And if the PCs are still a viable threat, have a small regiment of Amazons file out of the missile behind Stryia for support.)

Once Stryia has been defeated, Deona reclaims her rightful place as Queen of the Amazons. The PCs have made a very strong ally that they may call on one day. Queen Deona may also reward the PCs with something from her kingdom if the Mutant Lord so wishes.

## ADVENTURE: STALKER FROM THE STARS



The PCs should find themselves travelling through a wintery Arctic area. Aside from the usual dangers the post-apocalyptic world holds, they should be worried that something as simple as exposure to the elements will be their swansong. While they search for shelter from the elements, have one of them spy a meteor streaking far overhead. They should hear an explosion in the distance where the object crashed. If they wish to investigate the impact site, the party must cross over an ice bridge on their way. However, due to the heat of the passing meteor, the ice bridge is dangerously melted and it should collapse under one of them (or all of them), dumping them into a deep ravine and at the entrance to an Ice Wolf den. There are three Ice Wolves who attack the party.

**Ice Wolves (3)** (AL N, MV 150' (50'), AC 6, HD 5, #AT 1 (bite or frost breath), DG 2d6 or 4d6 cold damage, SV L2, ML 8, *Mutations: albinism, thermal vision, frost breath*)



When the last Ice Wolf is dealt with, the Mutant Lord should make it clear that the party cannot reach the crash site from the bottom of the ravine and that the ice walls are too slick to climb back up. Plus, the temperature is beginning to drop rapidly. (Give one of the characters a cold if you need to prompt them.) If they follow the bottom of the ravine, they will eventually come to a guard outpost manned by a single young human girl named Meena. If they explain what brought them here, she'll explain she saw no "lights in the sky," but she will also offer to take the characters to her village so they

can rest up and warm themselves. She will take them to a nearby ice cavern and, after traversing about a mile of tunnel, the cavern will open up revealing an Ancient buried amusement park that had been swallowed up during the cataclysm. Meena's people have converted this long-buried theme park into a small thriving village.

The village elder and Meena will take the characters into one of the shanties where they will be fed and warmed. While eating and socializing, the characters should be given a chance to hear screams in the distance. If they do hear the commotion and are alert, they will not be surprised when the Stalker From the Stars explodes from the floor and begins attacking the village elder. Otherwise, they are surprised when the creature appears and will miss an attack on the first round.

**Stalker (1)** (AL C, MV 120' (40'); burrowing 90' (30'), AC 4, HD 11, #AT 6 (4 claws, tail, and bite), DG 1d8, 1d8, 1d8, 1d8, 1d6, 1d8, SV L9, ML 10, *Mutations: webs, hyperburrowing, optic emissions, machine control*)



The Stalker is an alien from another planet who crashed in the ship the characters mistook for a meteor. (The ship is completely destroyed and is now buried forever under tons of ice and rock. The Stalker escaped using its *hyperburrowing* ability.) It has used its *hyperburrowing* to try to sneak up on the party while they fought the Ice Wolves, but they had moved on by the time the Stalker arrived. (The remaining Ice Wolves in the den are now packed away for a future feast though.) The Stalker has followed the party to Meena's village and, using its *hyperburrowing* ability and its *webs*, has been systematically catching and bundling up other villagers while the party ate and rested. It has now decided to go after the elder as well as test the PCs who seem to be the most powerful enemies here.



The elder offers no real fight and is caught in *webs* and dragged underground before the party knows what happened (though they may get in a good shot or two). If the party starts to gain an advantage, the Stalker will fire its *optic emissions* at the roof, causing it to collapse. It will escape during the commotion.

After the attack, if the party goes outside, they will see several villagers standing around, wondering what has happened and what to do next. Several of them feel as if they are sitting ducks for the Stalker once the party explains what they just encountered. It is up to the PCs to determine what to do next. If they split up to go looking for the Stalker, it will pick off the other villagers one by one. If they decide to stay together, the Stalker will attack without warning, overpowering a villager and quickly dragging them off. The villager numbers should dwindle until only the PCs are left. (The Ancient amusement park should make for some creepy encounters with the Stalker as it jumps out, attacks, and *hyperburrows* away after catching another victim.)



The party should eventually discover that the Stalker has been using the abandoned Fun House as its base, whether by tracking it or seeing it running into the building. Once they enter, they will see *web-cocooned* villagers stacked up like cordwood throughout the building. The Mutant Lord should play up the otherworldliness of the Fun House as they track the Stalker. A tumbling barrel, a maze of mirrors, spring-loaded paper mache "monsters" that jump out at the party, etc. can be used to keep them on their toes. If the Stalker is cornered or if

the fight starts going badly, it will escape from the Fun House and will try to use the other old decrepit rides to throw off the party. An exciting fight can take place on the roller coaster or the Ferris wheel.

Eventually, the fight should begin to turn against the Stalker. When the Stalker is down to 15 hit points or less, it will use its *machine control* ability to take control of some nearby heavy machinery (a bulldozer perhaps) which it will send toward the party. However, if the Stalker is defeated, the controlled machine will stop moving. Once the Stalker is defeated, the party is free to release the villagers and help them recover and rebuild after the encounter with the alien being.

If the party ever does decide to investigate the crash site, a bit of digging will reveal the Stalker's escape tunnel. If they follow it into the ship, they will find it fairly well crushed and destroyed. However, they will be able to salvage the following items: 2,155 gp; a stun pistol; a stun rifle; 8 bottles of synthihol; 6 light sticks; and a water purifier.



## ADVENTURE: DEN OF THE SLEEPING DEMON

While travelling through a large canyon, the PCs should spy some large bird-like creatures circling overhead. Closer examination (or mutations that heighten vision) will reveal that these are humans with artificial wings gliding on the wind currents. While admiring these glider-people, the party sees stun beams firing at them from up ahead. The glider-people are under attack!



If the PCs decide to investigate where the beams came from, they find a human and several cat-like mutants firing at them from an Ancient children's playground. Judag and nine of his feloid mutants are firing at the glider-people, trying to bring them crashing to the ground. When the PCs arrive, They'll see that one of the glider people has already landed roughly and has been captured. Freeing the captive and putting a stop to Judag's attack should be a priority of the PCs.

(NOTE: Stats for Judag are not included in this adventure. The Mutant Lord can stat him up as a rather strong and intelligent pure strain human without mutations, if so desired. Keep in mind that he's well-armed and he always keeps his feloid army well between himself and the PCs.)

**Feloids (9)** (AL C, MV 150' (50'), AC 6, HD 8, #AT 1 (stun pistol), DG stun, SV L7, ML 8, *mutations: none*)

When the battle begins to turn against Judag, he shall beat a hasty retreat, causing some calamity to act as a diversion while he escapes. (In the show, he fired a stun pistol at a nearby rock outcropping, starting an avalanche. He escaped while everyone tried to get out of the way of the tumbling boulders.)

Upon freeing the captive, he will explain that his name is Torg and that he is the leader of the glider-people. He invites the party back to his

village located on a cliffside as his way of thanking them for their help. While the party rests and are fed by the grateful villagers, Torg explains why Judag has been attacking his people:

"Once, Judag was in bondage to a wizard, but he made a daring escape. Rather than battle their evil, however, Judag has vowed to *become* a wizard. Now he's searching the canyon for the den of the Sleeping Demon. According to the legend, whoever wakes the Demon will be granted magical powers, and Judag believes it is true."



The legend of the Sleeping Demon and the dangers it presents are very well known in the world of Thundarr, so trying to stop Judag from finding, waking, and controlling the demon should be of utmost importance. Torg says that his scouts saw Judag and his minions heading west along the canyon floor. The walls of the canyon are too steep to go down on foot, by horseback, or by vehicle, so Torg offers the use of his gliders to any PC brave enough to try. (The Mutant Lord should not place the PCs in danger - play this "flight to the floor of the canyon" for comedy relief. Perhaps an airborne foe could create some tension as the PCs fly down to the surface.)



Once the PCs reach the canyon floor and proceed to the west, they'll come across an Ancient abandoned hospital. Lights flicker from one of the windows on the upper floor. It is here that they'll find Judag. When the PCs enter the hospital, they'll be attacked by four devil rats that have made the hospital lobby their lair.

**Devil Rats (4)** (AL C, MV 120' (40'), AC 6, HD 3, #AT 1 (bite or claw), DG 1d8 or 1d6, SV L2, ML 6, *mutations: gigantism, natural armor, vision impairment (severe light sensitivity)*)



Once the rats have been dealt with, the PCs are free to get to the top floor of the hospital any way they wish. There, in a large laboratory, Judag and his feloid minions stand over a glass case with a large creature within. In Judag's hand is a book. "The secret of life is within this Ancient tome!" he shouts, lifting a copy of Mary Shelley's *Frankenstein*. At that moment, one of the feloids flips a switch on a nearby console and electricity courses through the case. With a screech, the Sleeping Demon explodes through the glass. The feloids run for their lives. Judag steps before the creature and demands that it bow before its master. It doesn't. It leaps upon him, killing him. It then turns to the PCs, hunger flashing in its eyes.



**The Sleeping Demon (1)** (AL C, MV 90' (30'); flying 240' (80'), AC 3, HD 13, #AT 3 (2 claws, 1 bite), DG 1d10, 1d10, 1d12, SV L11, ML 11, *mutations: complete wing development*)

If the PCs don't defeat the Demon right now or if it escapes from the hospital, it flies to Torg's village, where it will begin feeding. The PCs must put a stop to the creature's rampage before it begins!

## ADVENTURE: VALLEY OF THE MAN-APES

While entering a long-forgotten valley, the PCs will come across a disturbing sight: A small army of 14 man-apes (use the Apeman stats from the MF rulebook, pg. 60) are excavating something from the valley floor. "Dig faster, my faithful ones!" says the one who is obviously overseeing the digging. "We have much work to do this night!" The man-apes will then lift something that appears to be a giant hand from the ground.



If the PCs do nothing, the man-apes will load it onto a cart and drag it off. If, however, the PCs are heard or if they attempt to make contact, the leader will scream, "There are spies among us! Attack the humans!" A group of eight man-apes will attack while the other six (and the leader) carts off the hand.

**Man-Apes (8)** (AL N, MV 120' (40'), AC 6, HD 7, #AT 1 (weapon), DG as weapon +2, SV L5, ML 9, *mutations: none*)



When the battle has ended, the PCs' next mission may be to follow the man-apes to find out what mischief is afoot. Following the path the ape-man took will lead them to a large walled fortress. This fortress is not the lair of the man-apes (they took another well-hidden path) but rather the fortified village of Zett and the dwarf people who have been under attack from the man-apes for many months. If the PCs are able to gain the villagers' trust (and as long as none of the PCs resemble apes), they will open the large doors and invite them in to rest. Zett, their mayor, explains that they have been at war with

the man-apes "for untold ages" and built the high walls to keep them out. "Now Simius, their leader, is rebuilding The Mighty One - an Ancient warrior who will destroy our city!" Zett offers to handsomely reward the PCs if they will spy on Simius and find out what the status is of The Mighty One's reconstruction.



Following Zett's directions, the PCs will come to an Ancient Zett's movie studio lot. A great deal of commotion is coming from the Old West area of the lot. Inside a saloon soundstage, Simius and six other man-apes are dragging out another hand of The Mighty One. (The Mutant Lord is encouraged to start up an old-fashioned Old West barroom brawl!) If the man-apes get the best of the PCs, they will tie them up and drag them to the medieval castle soundstage, leaving them for a small gamma wurm (MF rulebook, pg. 73) to eat. If the PCs begin to win, Simius will run off, leaving the hand behind. If the PCs pursue, they'll encounter the gamma wurm, which will attack on sight.

**Small Gamma Wurm (1)** (AL C, MV 90' (30'), AC 2, HD 8, #AT 3 or 1 (2 claws, 1 bite or breath), DG 1d4/1d4/3d6 or 5d6, SV L12, ML 10, *mutations: psionic flight, toxic weapon, reflective epidermis (radiation)*)



While distracted by the gamma wurm, the PCs should hear a loud crashing in the distance and the *boom-boom-boom* of echoing footsteps. The Mighty One has been activated and it's on the way to Zett's village! The Mighty One is a 100-foot-tall robotic gorilla used as a prop in some Ancient movies. The robot is fairly mindless, but since it was used in Hollywood monster films, its

basic programming consists of "Go to the nearby village and crush the puny humans." The hands were the last things Simius needed to complete the repairs (though it may have only one hand depending on how the barroom brawl went).



Once The Mighty One has been stopped and Simius and his man-apes dealt with, Zett and his village will treat the PCs as the heroes they are. It is left to the Mutant Lord to determine the reward Zett presents to them.

The robot can be defeated in one of two ways: The PCs can tackle it head-on and attempt to destroy it before it reaches Zett's village. Although it is incredibly strong (50 HD and hitting with its fist for 8d6 damage), it is also incredibly slow (-1 to hit). It also has very poor sensors (adding another -1 to hit) as well as no true armor to speak of (only a fur covering giving it a AC of 7). So fighting it is not out of the question. The other way to defeat it is to locate and stop Simius who is running The Mighty One with a remote control base unit. Simius has positioned the unit very close to Zett's village. Once The Mighty One reaches the village, Simius plans to trigger the remote and use it to control The Mighty One to destroy the walls. If the PCs can find Simius and the remote, they can shut down The Mighty One. (However, it will be much more exciting if the PCs fight the giant monster rather than simply pulling the plug!)



### **The Mighty One**

Hit Dice: 50

Frame: Armature

Locomotion: Legs

Manipulation: Basic Hands

Armor: None, but covered with fur (AC 7)

Sensors: Class I (-1 to hit)

Mental Programming: Programming

Accessories: Remote Control Unit

Weaponry: Fists deal 8d6 damage